

ALUNDRA™



*The
Location
of Every
Gold Falcon!*

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Brian Boyle

ALUNDRA™: Unauthorized Game Secrets



PRIMA PUBLISHING

Rocklin, California
(916) 632-4400
www.primagames.com



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ACKNOWLEDGMENTS

Strategy guides don't just materialize out of thin air. Neither are they the unplanned product of a single person working alone. Strategy guides are *crafted*—crafted by a unified team of dedicated experts. Once a manuscript leaves my hands, a close-knit crew of talented, hard-working professionals takes over behind the scenes to polish the rough stone into a precious gem. My friends, the other members of Team Prima, always give *two hundred percent* to every project they tackle. Therefore, I would like to thank the following people, the unsung heroes of Team Prima,

for supplying their expertise and their unflagging support to this project:

Stacy Mollsen, Product Manager
Andrew Mitchell, Managing Editor
Richard Dal Porto, Project Editor
Don Tica, Developmental Editor

Cinamon Silva-Vann, Copy Editor
Chipper Gerritsen, Tech Editor
Mayu Numata, Translator
Diana Van Winkle, Design and Layout

Many thanks to Jason Herskowitz at InterAct for the Game Shark codes.

Thank you. So...when's the next one, guys?

Brian Boyle

ABOUT BRIAN BOYLE

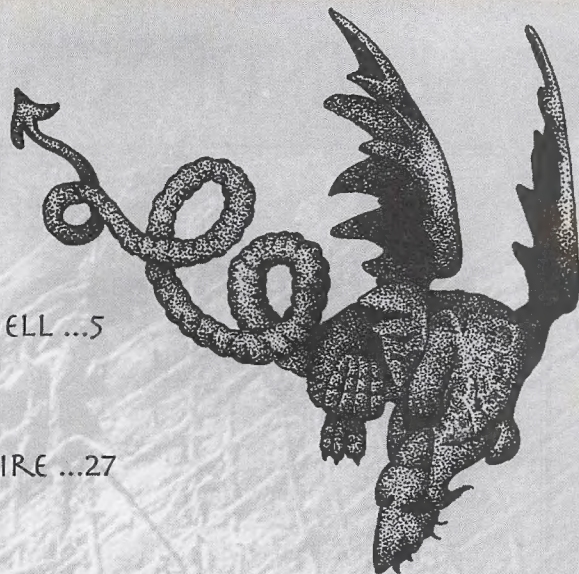
Brian Boyle is a technical editor and software reviewer, as well as the author of *WCW vs. NWO World Tour: The Official Strategy Guide*, *Dark Earth: The Official Strategy Guide*, and co-author of *Interstate '76: The Official Strategy Guide*, also available from Prima.

ISBN: 7615-1320-5

Library of Congress Catalog Card Number: 97-69925
Printed in the United States of America

98 99 00 01 DD 10 9 8 7 6 5 4 3 2 1

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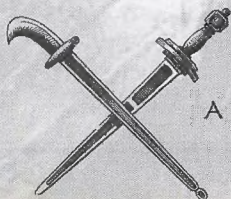
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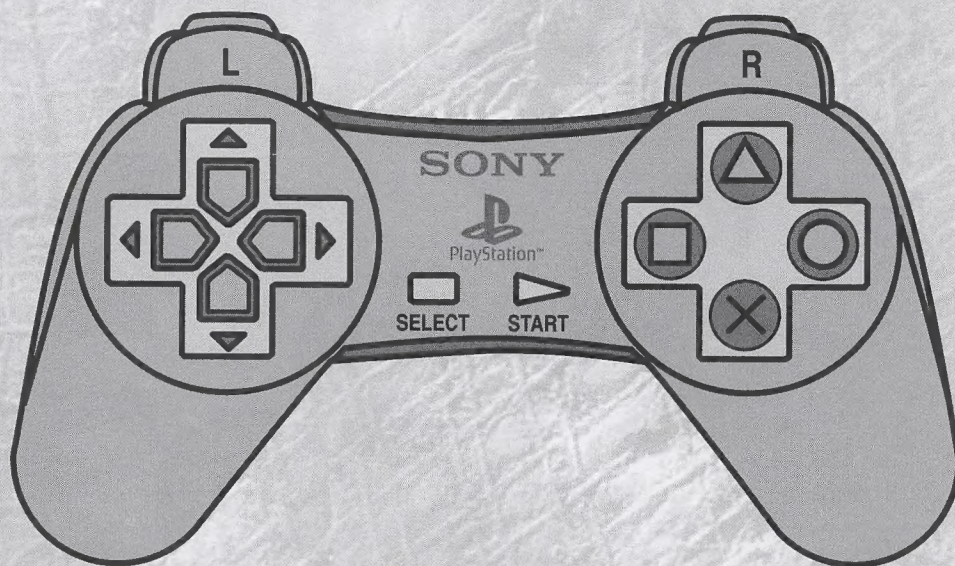


CHAPTER ONE



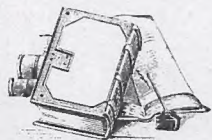
GAME BASICS

GAME CONTROLS



BUTTON(S)	ACTION
D PAD (←, →, ↑, ↓)	move your character, Alundra; move the cursor within the status or sub-status screen
SELECT	calls up status screen; pauses the game
START	calls up status screen; pauses the game
○	answer “yes” or “no”; use items loaded into the Equipment Window
□	activate an object; advance scrolling text; answer “yes” or “no”; attack (hold to use charge attack); pick up an item (to place or to throw); select an item to load into the Equipment Window; talk
△	run
×	cancel a command; jump
L1, L2, R1, R2	switch from status to sub-status screen

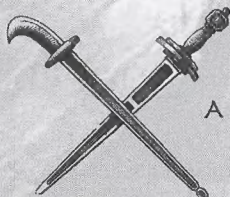
NOTE



The single best piece of advice I can give you with regard to game controls is simply this: “Read the instruction manual!” There is no better source for basic game control information.

GENERAL HINTS AND TIPS

I expand on the basic gameplay principles in this chapter to help propel you to a higher level of play. For complete lists of, and detailed specifics on, the magic and weapons available in the game, refer to the Appendix.



ALUNDRA: Unauthorized Game Secrets

UTILIZING YOUR CHARACTER'S ABILITIES

- Cut grass and destroy monsters to acquire Gilders and Quick Effect Items. Just be sure to grab the item before it disappears. Grass and monsters regenerate every time you exit, then re-enter, a game screen. This is also true for objects such as barrels, crates, urns, and vases.
- Visit the fortune-teller to determine your next destination or your next task. If her shop's not open, talk to everyone else in the village for clues or instructions.
- When picking a weapon or a power-up, use the D Pad to select the item in the status screen. Press the ☐ button to place the item in the appropriate window. Press the ☐ button to use the power-up when you need it. Press the ☐ button to use the weapon.
- To run or swim faster, press the button while pressing the D Pad (you can swim in water once you've acquired the appropriate power-up).
- A warning tone sounds when you're low on Health. Try to stop what you're doing for a moment and either locate some Life Drops, Strength Elixys, or Strength Tonics to heal yourself, or use the items you may already have in your inventory. If you're engaged in battle, try to prepare yourself by loading healing items into the Equipment Window beforehand.
- If you open a Treasure Chest to get the power-up inside, and you're already carrying the maximum number of units allowed for that item, the power-up returns to the chest until you have room for it in your inventory.
- Generally, you may use whatever weapon you currently have loaded into the Equipment Screen to throw any switch. However, some switches require the use of specific weapons, so you may have to cycle through your weapons to find the right one.
- If you have a weapon that can be used in a charge attack, press the ☐ button to charge the weapon. The weapon delivers its charge when you release the button.

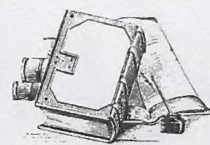
EXPLORING INOA VILLAGE

- Generally, within Inoa village, only the houses you can currently visit will have open doors. Try your hand at entering houses and shops in other ways, such as through chimneys.
- It costs you 15 Gilders to consult the fortune-teller. She provides you with clues to your next destination or task, then indicates the specified location on a map of the game world. Your Health and Magic are fully restored before you leave. That's quite a bargain!
- To buy an item from a merchant, pick up the item you want. Set it down on the counter in front of the merchant. The merchant informs you of the price. If you have the Gilders to spend, you may purchase the item on the spot. If you're already carrying the maximum number of units allowed for that item, or don't have enough money to buy it, the item returns to the merchant until you have room for it in your inventory or sufficient capital to purchase it.

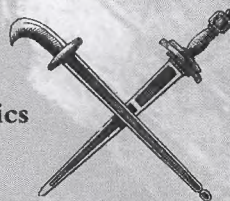
EXPLORING THE INOAN COUNTRYSIDE

- Always search everywhere in and around Inoa every single time you beat a boss or successfully return from a dungeon. New areas open up to you every time. You may be missing out on Life Vessels or Gilded Falcons simply because you didn't take the time, every time, to explore the surrounding areas.

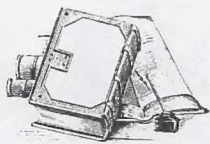
NOTE



Alundra has some of the most erratic control I've ever experienced in an RPG. Jumping, in particular, will have you howling with fury and dismay at the results. Don't despair—with practice, even *Alundra's* appalling control problems can be overcome.



NOTE



The following chapters provide you with all of the specific strategies and tactics you need to win.

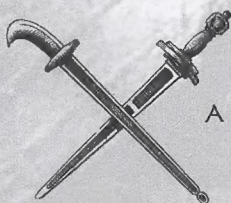
- Whenever you're given the opportunity, always step on a purple Teleporter to transport yourself to a Blue Diary, a Health Rejuvenation Pad, and a Magic Rejuvenation Pad. They're few and far between, so you need to save your game and fully restore yourself whenever you can.
- Don't worry if you seem to have gotten yourself lost. There are plenty of signposts and markers scattered throughout the Inoan countryside and the various dungeons. Make it a habit to read *every* signpost and marker you come upon in your quest.

COMBAT BASICS AND FIGHTING COMMON MONSTERS

- Combat is carried out in real-time, so you don't have to deal with an endless parade of combat screens and sub-screens. Just aim your weapon and fire, lash out, or strike.
- When you enter into combat against attackers composed of either different breeds of the same monster or different species altogether, destroy the most powerful and dangerous monsters first: "Kill that first which hurts the worst."
- Monsters usually have only one kind of attack. Try to avoid combat for a few moments to study your attacker. Determine the monster's specific attack style and attack pattern before you engage it in combat.
- It's best to try to focus on destroying one attacker at a time. Every monster you destroy is one less monster inflicting damage on you.
- When fighting a Slime or a Pukus, always try to hit the monster before it assumes a humanoid form. Three blows from your sword will usually destroy a Slime or a Pukus.
- When fighting a Murgg, always try to hit the Murgg before it gets close enough to you to strike. One blow from your sword will usually destroy a Murgg.
- When fighting a Turtle, wait for the Turtle to pull itself inside its shell. Wait a few more seconds, then throw a Mining Bomb at the turtle (once you acquire the Mining Bomb). The Turtle should emerge from its shell just in time for the explosion to destroy it. Several blows from either your sword or your Iron Flail directly to the monster's head (its shell is invulnerable) will also destroy a Turtle.
- When fighting a Lizard, use your ranged attack as a default (once you acquire the Iron Flail, the Hunter's Bow, or the Fire Wand). Your ranged attack spans a slightly greater distance than the Lizard's ranged attack does. Several blows from any weapon will destroy a Lizard.
- When fighting a Scary Tree, use your ranged attack as a default. Several blows from any weapon will destroy a Scary Tree. Just be careful not to get hit by any of the Scary Tree's exploding seed pods.

SAVING YOUR GAME

Save your game at every given opportunity. There are many long stretches of *Alundra* where you're forced to battle your way through dozens of rooms and hundreds of enemies. Perhaps you've even acquired a huge assortment of power-ups for your efforts. It would be very discouraging to lose all that great progress because of one reckless blunder and an unsaved game.



CHAPTER TWO



THE QUEST TO SAVE WENDELL

FREEDOM OF MOVEMENT IN ALUNDRA

Alundra gives you an astonishing measure of freedom as you play. Once you're in the village of Inoa, you can basically walk anywhere and talk to anyone.

The caution that goes with so much freedom, however, is that you could literally wander around the countryside for weeks without making significant progress. Therefore, follow my directions faithfully to complete the quickest critical path to victory.

Also keep in mind whenever I instruct you to talk to a Non-Player Character (NPC) and nothing meaningful happens right at the moment, I'm not wasting your time. I ask you to talk to the character because doing so triggers a specific event, or triggers the character to be in some other important location the next time you encounter him or her.

DIRECTION PROTOCOLS IN ALUNDRA

To make it easier for you to follow my directions, I always use certain rules to describe the critical path. Above, up or North always means toward the top of the screen. Below, down or South always means toward the bottom of the screen. Right or East always means toward the right-hand side of the screen, and left or West always means toward the left-hand side of the screen.

THE KLARK

OBJECTIVES

- > Talk with the Captain and crew of the *Klark*.
- > Talk with Lars, a mystical being.

ENEMIES

- > None

ITEMS FOUND

- > Small Life Drops
- > Life Drops

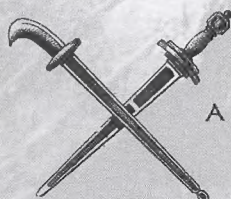
WALKTHROUGH

The adventure opens with your character, *Alundra*, standing near the stern of a square-rigged sailing ship, the *Klark*. The only items you currently own are your Sword, a Cloth Armor, and Short Boots. You don't have any Gilders in your possession yet, but you won't need money on board the ship.

You may ignore all of the NPCs topside. Proceed directly to the Captain's cabin amid-ship. Climb up the first companionway on the right to the upper deck, down the second companionway on the left to the lower deck. Walk inside through the blue hatchway.

Strike up a conversation with Captain Merrick. Walk to the left. Stride up the companionway toward the bow of the *Klark*. There, to the right, you find two blue hatchways positioned side by side.

Enter the deckhouse through the hatchway on the left. Inside are two sailors seated at a table, as well as numerous crates stacked one atop the other off to one side.



Talk to the first sailor. Walk over to the crates.

Inside the crates are several randomly generated Quick Effect Items. The crates along the right-hand bulkhead hide Small Life Drops, while the crates along the upper bulkhead hide Life Drops. Grab any crate by pressing the D Pad plus the □ button. You can break open the crate by pressing the □ button again. Otherwise, exit the deckhouse.

Standing outside the deckhouse, you see another hatchway positioned directly below you. Retrace your steps to just past the Captain's cabin. Climb the companionway over his quarters. Enter the *Klark's* bridge through the hatchway.

Talk to Captain Merrick. Exit the bridge. Backtrack to the deckhouse. This time, enter the hatchway on the right. Note the crack in the left bulkhead.

As you're resting on your bunk, you begin to dream. You awaken just as the *Klark* begins to shudder savagely. You notice the crack in the bulkhead has ruptured, providing access to the neighboring compartment. The hatchway won't budge, so retreat through the newly formed breach. Toss aside the crates obstructing the opening. Flee the deckhouse.

The *Klark* runs aground, breaking up against the shoreline.

JESS'S HOUSE

OBJECTIVES	ENEMIES	ITEMS FOUND
------------	---------	-------------

- | | | |
|-------------------|--------|--------------------|
| > Save the game. | > None | > Small Life Drops |
| > Talk with Jess. | | > Life Drops |
| | | > Blue Diary |

WALKTHROUGH

Thrown clear of the wreck, you lay unconscious on the beach bordering Inoa. A villager finds you and transports you back to his house. You wake up in bed, the villager standing at your side.

The villager introduces himself as Jess, Inoa's armorer. He invites you to use the room as long as you want. Before Jess leaves the room, he points out the Blue Diary (a Save Icon) on the table to the left. Get out of bed. You may now save your game by pressing the D Pad plus the □ button in front of the Blue Diary.

Walk downstairs. Speak with Jess briefly. Walk over to the long counter on the right. Explore the house—Small Life Drops or Life Drops are sometimes hidden inside the covered urns.

Walk to the front door. As you're about to depart, Jess says he thinks it's a good idea for you to talk to the people of the village. Now you can leave Jess's home.

INOA VILLAGE

OBJECTIVES	ENEMIES	ITEMS FOUND
------------	---------	-------------

- | | | |
|---------------------------|--------|--------|
| > Talk with Sybill. | > None | > None |
| > Locate Wendell's house. | | |

WALKTHROUGH

Talk with Sybill. After talking with Sybill walk to the left, below the fountain. Just past the fountain, there are two houses positioned side by side. Enter the house on the left side.



WENDELL'S HOUSE

OBJECTIVES

- > Talk with Wendell's family.

ENEMIES

- > None

ITEMS FOUND

- > Small Life Drops
- > Life Drops

WALKTHROUGH

Once inside the house, you notice an old man, Wendell, lying sick in his bed. His son, Meade, is there with Wendell's twin grandchildren, Bergus and Nestus.

Explore the house. You find a covered urn downstairs plus two crates upstairs. Occasionally there's a Small Life Drops hidden inside the covered urn, while both Small Life Drops and Life Drops are frequently hidden inside the crates. Now you can leave Wendell's home.

SEPTIMUS'S HOUSE

OBJECTIVES

- > Locate Septimus's house.
- > Talk with Septimus.

ENEMIES

- > None

ITEMS FOUND

- > Small Life Drops
- > Life Drops

WALKTHROUGH

Scramble up the crumbling stone stairs to the left of Wendell's house. Septimus's house is directly in front of you. Walk through the open doorway.

Explore Septimus's house. You find three covered urns. Usually there's just one Small Life Drops hidden inside an urn, but occasionally the urns hide both Small Life Drops and Life Drops. Now you can leave Septimus's home.

OUTSIDE INOA VILLAGE

OBJECTIVES

- > Locate the House of Tarn.

ENEMIES

- > Slimes

ITEMS FOUND

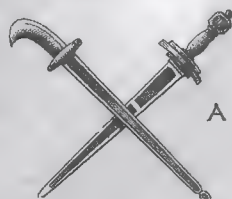
- > Murgg
- > Small Life Drops
- > Life Drops
- > Gilders

WALKTHROUGH

Outside Septimus's house walk to the right. Walk up and out through the village gate. Outside the gate, turn right at the signpost. The grassy area surrounding the water usually conceals many Life Drops, both Small and Medium, as well as several Gilders.

March East, past the Church and the Cemetery, until you reach the out-of-order Water Pumping Station. You encounter at least one Slime along the way.

Turn South at the station, down the stone stairs. The bulwark surrounding the House of Tarn is on the left. Walk South until you're able to turn left. Enter the property through the portal. Four Murgg emerge to attack you, but they inflict no damage. The Murgg retreat into the house after their attack. Follow the Murgg inside.



THE HOUSE OF TARN

OBJECTIVES

- > Find the Key.
- > Find the Gilded Falcon.
- > Find the Book of Elna.

ENEMIES

- > Slimes
- > Murgg

ITEMS FOUND

- > Small Life Drops
- > Life Drops
- > Gilders
- > Herbs
- > Strength Tonic
- > Life Vessel
- > Key
- > Gilded Falcon
- > Gold Bar
- > Book of Elna

WALKTHROUGH

Inside the house, Melzas appears to warn you away. All the doors slam shut as the four Murgg attack again, this time for real. Kill the Murgg to re-open two of the three doors leading deeper into the house. Walk through the center doorway into the room beyond.

Once inside the room the door slams shut, trapping you inside with four more Murgg. After you kill the Murgg, a Treasure Chest drops from the ceiling onto the table, and the door leading back to the main room re-opens.

Jump up onto the table to open the Treasure Chest. Inside the chest is a Strength Tonic. Explore the room. You find several crates. Usually there are both Small Life Drops and Life Drops hidden inside the crates. Now you can leave the room.

Walk to the left. Enter the library by the stairs. Now, throw the switch in the upper left corner. A secret passage opens behind the bookcase.

Enter the secret passage. Walk down the stairs to the right. As you enter the large antechamber, two Slimes attack. After you kill the Slimes, a barrier opens to the right. Crates along the upper stone wall contain Life Drops if you need health. Otherwise, enter the next passageway.

Note the dark shadows on the ground marking the locations of several falling boulder traps. To avoid being crushed by the boulders, you must use the D Pad plus the Δ button to run the length of the passageway.

Walk down the stairs into the pool of water. Walk to the left. Throw the first switch. Double back to throw the second switch. A bridge extends across the pool. Climb out of the water. Cross the bridge down into the next antechamber.

Note the dark shadows on the ground to either side of you—these indicate two falling spike ball traps. Activate the traps by slowly edging very near to each of the shadowy squares. Watch the spike balls attentively. The spike balls quiver for a moment before dropping to the ground. Stop immediately just as you see the spike balls start to shake.

After you set off the traps, open the Treasure Chest to get the Herbs inside. Continue down the stairs, watching for the Slimes in the water to either side of you. Watch out for the three spike ball traps. Set them off very carefully.

Grab a barrel using the D Pad plus the $\square$ button. Press the $\square$ button again to set it on the orange floor switch. The floor switch turns green to indicate it has been activated. A barrier rises directly to the left. Enter the passageway into the next antechamber.

Set off the four spike ball traps right away. There are four pools in this chamber, each containing a Slime and a barrel. Wade into each of the four pools one by one. Kill the Slimes. Next, grab the barrels. Set one barrel apiece on each of the four floor switches along the upper wall. A barrier rises in the upper right corner of the chamber. Enter the next antechamber.



The two Treasure Chests in this chamber are trapped with falling spike balls. Set off the traps very carefully, as you can't actually see the spike balls until they fall. The Treasure Chest on the left holds Herbs, while the chest on the right holds a Gilded Falcon. Walk up the stairs to the right into the next antechamber.

Jump into the water. Kill the first Slime. Jump up onto the platform. Throw the switch to raise the barrier. Exit the chamber. Kill the two Slimes waiting for you in the passageway. Enter the next antechamber, which contains three iron grates.

Two more Slimes are waiting for you here, so kill them quickly. Jump up onto the platform. Throw the switch once so it faces to the right. This opens the center grate.

Be careful entering the passageway. A spike ball drops into the passageway, rolling across the screen from top to bottom without stopping.

Inside the passageway are two small cubbyholes. Dodge into a cubbyhole to avoid being crushed by the ever-shifting spike ball. Jump up onto the small platform. Climb the ladder. Open the Treasure Chest to get the Herbs inside.

Exiting is trickier than entering. Avoid the spike ball by diving into the upper cubbyhole while the spike ball is still far away. Wait for the spike ball to return. Let it pass once and reverse direction. Just as the spike ball passes by a second time on its return trip, run after it. Dive into the lower cubbyhole as the spike ball reverses direction once again. As soon as it passes your cubbyhole, immediately exit the passageway.

The grates are closed a second time. Kill the two Slimes waiting for you. Jump back up onto the platform. Throw the switch three times so it faces to the left. This opens the right grate. Enter the next antechamber.

The chamber has four floor switches and four spike ball traps, as well as four smaller spike balls floating in midair while continually circling two of the four switches. Immediately set off the first two spike ball traps in the upper section of the chamber. Step on the floor switches to activate them.

Slipping past the floating spike balls is simply a matter of timing. Study the spike balls for a moment to learn their flight pattern. Wait for a spike ball to move close to you. Just as it starts to pull away, make your move. Be careful as you dash for the last two floor switches—remember the falling spike ball traps.

The moment you activate all four switches, a small stone slab drops into the water in front of the platform, opening a barrier at the top of a ladder in the upper left side of the chamber. Use the small slab to jump up onto the platform. Open the Treasure Chest to get the Key inside. Exit the chamber using the ladder.

The ladder leads you up to a room containing two crates and a Treasure Chest. Open the Treasure Chest to get the Life Vessel inside. Exit the room. You're back in the main room where you were first attacked by the Murgg.

Climb the staircase to the right. At the landing, stay to the right. Climb the small flight of stairs. Enter the hallway. At the end of the hallway is a Treasure Chest. Open the Treasure Chest to get the Herbs inside. Double back to the landing.

Cross the landing. There are two crates on the landing if you need health. Otherwise, climb the second small flight of stairs. Several Murgg are waiting for you in the hallway.

Kill all three Murgg by luring them out of their hiding places. Let the Murgg come to you.

Slowly ease up right next to the first Muruta to provoke it. Quickly back away when the Muruta leaps out at you into the hallway. Once you've slain the fiend, slowly creep forward. Use the same tactic on the remaining two Murgg.

Around the corner is a locked door. Walk up to the door. It opens for you automatically because you have the Key. Enter the room.

A blue book is resting on a table in the center of the room. Walk up to the table. Instantly, you're awarded the Book of Elna. This is the item Septimus asked you to bring back to him.



Against the upper wall are two crates and two Treasure Chests. Walk over to the Treasure Chests. Open the chests. The chest on the left holds Herbs, while the chest on the right holds a Gold Bar worth 30 Gilders. Try to exit the room.

As you're about to leave, Melzas appears to you once again. After he finishes his spiel you may exit the room.

Be careful, three more Murgg are waiting for you in the hallway. Once you kill the Murgg, you're finally free to leave the House of Tarn. Now you must deliver the Book of Elna to Septimus at Wendell's house.

Retrace your steps through the countryside. Watch for Slimes along the way.

WENDELL'S HOUSE

OBJECTIVES	ENEMIES	ITEMS FOUND
------------	---------	-------------

- | | | |
|--------------------------------------|--------|--------|
| > Give the Book of Elna to Septimus. | > None | > None |
| > Enter Wendell's nightmare. | | |

WALKTHROUGH

Septimus and Rumi, Meade's wife, have joined the others at Wendell's bedside. Give the Book of Elna to Septimus.

Septimus explains to you how you may enter Wendell's nightmare. Concentrate on Wendell, feeling his heartbeat, trying to match it to your own, approximating the rhythm of his breathing. Now, enter Wendell's bad dream.

INSIDE WENDELL'S NIGHTMARE

OBJECTIVES	ENEMIES	ITEMS FOUND
------------	---------	-------------

- | | | |
|---------------------------|----------|--------------------|
| > Find Wendell. | > Slimes | > Small Life Drops |
| > Find the Gilded Falcon. | | > Life Drops |
| | | > Gilders |
| | | > Herbs |
| | | > Gilded Falcon |

WALKTHROUGH

Walk up the stairs. Continue across the wooden scaffold. As you approach a switch, you hear Wendell begging for help—he doesn't want to die. Just past the switch, you see Wendell trapped by five Slimes. Ignore Wendell's plight for now. Instead, turn around. Throw the switch. A barrier opens below you.

From the switch walk down, right, down, right, and up to the second switch. Throw the switch. Another barrier opens below you.

Follow the scaffold down, right, down, right, up, right, and up to the third switch. Throw the switch, opening the next barrier.

Follow the scaffold down, right, down, and left to a Treasure Chest. Open the Treasure Chest to get the Herbs inside. Make sure you have the Herbs readied in the Equipment Window, should you need a quick health boost.

From the Treasure Chest walk up, left, down, left, down, right, down, and left to the fourth switch. Throw the switch. The next barrier opens to the right.





From the switch walk right, up, right, down, and right to the fifth switch. Throw the switch. A barrier opens to the left.

Follow the scaffold left, up, right, up, right, up, all the way left past the first scaffold to the second scaffold, and up to the sixth switch. Throw the switch. You see a barrier blocking the route to a Treasure Chest slide out of the way.

Follow the scaffold down, right, down, left, up, right, and up to the Treasure Chest. Open the Treasure Chest to get the Gilded Falcon inside.

Now, retrace your steps back toward the sixth switch. This time, as you approach the sixth switch, walk upward along the first scaffold. This leads you to an open, grassy area where eight Slimes await you. A barrier drops down into place below you, blocking your retreat.

Kill the Slimes, but avoid using the Herbs just yet. There's usually plenty of health either hidden in the grass, or expelled by the Slimes as you destroy them.

Once the Slimes are annihilated, the barrier lifts. A floor switch mounted on a small platform drops into the open area, but ignore it for now.

There are two scaffolds off to the left—one upper, one lower. Should you choose the wrong path, barrier traps slam down, barring your progress. The floor switch in the open area resets the traps.

Walk to the scaffold in the upper position. The critical path is left, down, left, up, and left. You come to a dirt footpath leading down.

Follow the footpath to a second set of trapped scaffolds. Walk all the way across the lower scaffold to the next open area where you first encountered Wendell and the Slimes. A set of barriers drops down onto the scaffolds, preventing your escape.

Wendell asks you who you are, wondering if you're *Alundra*. At that moment, the Slimes flow together to form one giant Slime boss.

THE GELATINOID

OBJECTIVES	ENEMIES	ITEMS FOUND
> Destroy the Gelatinoid.	> Slimes > Gelatinoid	> None

WALKTHROUGH

Killing the boss isn't very hard, but it does take time. The key to success is to keep moving.

Walk over close to the Gelatinoid, attack quickly, then retreat. The boss flickers rapidly if you connect and inflict damage. During the time the Gelatinoid is flickering, you can't injure it again, but it can still inflict damage on you. Wait for the boss to stop flickering before you close in, attack, and retreat again.

The boss divides into four smaller creatures after approximately fourteen sword strokes. Use the same tactics you used on the Gelatinoid to break down the lesser Slimes. These four Slimes also require approximately fourteen blows apiece before each divides into four more ordinary Slimes.

You can destroy these ordinary Slimes as you would any other Slime, although by now there are so many of them you must be more careful about where you move. You don't want to trap yourself in a corner with no means of escape.

These ordinary Slimes sometimes cough up Life Drops or Gilders when they die. You should use Herbs you've readied in your Equipment Window to boost your health, if needed.

Destroy the last Slime, and Wendell vanishes. You've killed the Gelatinoid!



CHAPTER THREE



THE COAL MINE

WENDELL'S HOUSE

OBJECTIVES	ENEMIES	ITEMS FOUND
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> Talk with Giles.	> None	> None
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WALKTHROUGH

After speaking briefly with the NPCs inside Wendell's home, you depart with Septimus. The moment you step outside, you're interrupted by Giles, a villager who wants you to accompany him to the Sanctuary. Go with Giles to visit Inoa's priest, Ronan.

THE SANCTUARY

OBJECTIVES	ENEMIES	ITEMS FOUND
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> Pray with Ronan.	> None	> None
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WALKTHROUGH

Enter the Sanctuary. Converse with Ronan. Agree to pray with the elderly priest. Once you've prayed, depart. Retrace your steps to Septimus's house.

SEPTIMUS'S HOUSE

OBJECTIVES	ENEMIES	ITEMS FOUND
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> Talk with Septimus.	> None	> None
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WALKTHROUGH

Speak with Septimus. After your conversation, proceed to the front door. Outside the village, a tremendous explosion at Inoa's coal mine shakes the house. Septimus runs past you. Follow him outside.

INOA VILLAGE

OBJECTIVES	ENEMIES	ITEMS FOUND
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> Locate Beaumont's house.	> None	> None
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WALKTHROUGH

The moment you're outside Septimus's house, scamper to the right. Scramble down the stone stairs. Stride to the right again. At the fountain, scoot straight up. Enter Beaumont's house.



BEAUMONT'S HOUSE

OBJECTIVES	ENEMIES	ITEMS FOUND
> Enter Olen's nightmare.	> None	> None

WALKTHROUGH

As soon as you're inside Beaumont's house, you spot several villagers off to the left. They're gathered around a man who's lying in a bed. The man's name is Olen. He was injured in the explosion at the coal mine.

Immediately walk to Olen's bedside. Talk to all of the NPCs in the room, including Ronan, the priest; Beaumont, the Mayor; and Yustel, the fortune-teller.

After speaking with the villagers, make a move as if to leave. Suddenly, Septimus dashes into the bedroom. Another conversation comes next. At the conversation's end, you enter Olen's nightmare.

INSIDE OLEN'S NIGHTMARE

OBJECTIVES	ENEMIES	ITEMS FOUND
> Talk with the coal miners. > Learn how to activate the mine cars. > Find the Gilded Falcon.	> Murgg	> Gilded Falcon

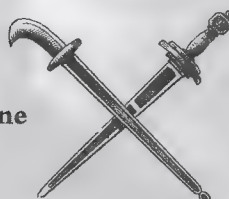
WALKTHROUGH

You appear at the entrance to Inoa's coal mine. Three men are outside the mine, including Olen. Talk to the miners. After your conversation with the miners, enter the small doorway.

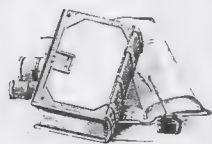
Talk with the miner, Zane, inside the excavated chamber. He leads you through a barrier into a second chamber containing a large motor with two switches. Zane shows you the switch sequence needed to activate the motor powering the mine cars: left, left, right, left. Exit the chamber. Go back outside.

Make sure you've still got Herbs loaded in the Equipment Window. Talk with Olen again. He uses a Mining Bomb to clear the entrance to the mine. Four Murgg leap out of the mine. Destroy the Murgg.

When you've slain the last Murgg, a Treasure Chest containing a Gilded Falcon drops onto the dirt. There is a time limit here. You are pulled out of the nightmare after a few seconds. You must destroy the Murgg quickly to have a chance at the chest.



NOTE



Do not walk around Beaumont's house. If you do, do not talk to Beaumont a second time if you see him standing at the front door. He'll try to send you back to the coal mine, but you must see Jess first!

BEAUMONT'S HOUSE

OBJECTIVES	ENEMIES	ITEMS FOUND
> Talk with the villagers.	> None	> None

WALKTHROUGH

Just after you return from Olen's nightmare, Olen dies. Talk to the villagers.

After talking with the villagers in Olen's room, leave Beaumont's house. You're going back to Jess's house.

INOA VILLAGE

OBJECTIVES	ENEMIES	ITEMS FOUND
> Talk with Kisha and Giles.	> None	> None

WALKTHROUGH

Just outside Beaumont's house, talk with Olen's girlfriend, Kisha, first. After talking with Kisha, talk with Giles, her brother. Just as soon as Kisha runs away, sobbing, continue onward to the right to Jess's house.

JESS'S HOUSE

OBJECTIVES	ENEMIES	ITEMS FOUND
> Talk with Jess. > Save the game.	> None	> Mining Bombs

WALKTHROUGH

Once you're inside Jess's house, you see the armorer making a Mining Bomb. He places the Mining Bomb on a table before leaving his house. Take the Mining Bomb. This weapon is now part of your basic inventory.

Next, walk upstairs. Save the game using the Blue Diary. Now you may depart Jess's house. You're going back to Beaumont's house.

BEAUMONT'S HOUSE

OBJECTIVES	ENEMIES	ITEMS FOUND
> Talk with Beaumont.	> None	> None

WALKTHROUGH

Simply talk with Beaumont before departing his home. Your next destination is the coal mine, but first you're going to stop off at Olen's house to pick up an item. Exit the village exactly as you did when you paid a visit to Ronan at the Sanctuary.



OUTSIDE INOA VILLAGE

OBJECTIVES	ENEMIES	ITEMS FOUND
> Locate Olen's House.	> None	> Small Life Drops > Life Drops > Gilders

WALKTHROUGH

This time, instead of walking right toward the Sanctuary, walk up around the small pond to the left. Be sure to cut down the grass to collect hidden Life Drops and Gilders. Located on the upper left-hand side of the pond is Olen's house. Go inside.

OLEN'S HOUSE

OBJECTIVES	ENEMIES	ITEMS FOUND
> Find the Gilded Falcon.	> None	> Gilded Falcon

WALKTHROUGH

Inside Olen's house is a Treasure Chest. Open the chest to get the Gilded Falcon hidden inside. Exit Olen's house.

OUTSIDE INOA VILLAGE

OBJECTIVES	ENEMIES	ITEMS FOUND
> Locate the coal mine. > Re-open the entrance to the coal mine.	> None	> None

WALKTHROUGH

Make sure you load the Mining Bomb into your Equipment Window. Now, continue your journey to the coal mine.

Head South until you see a grove of trees. Turn left, heading West. Turn South through the wooden gateway. Head West again until you see a large set of stone stairs leading up to the North. Mount the stairs. The coal mine is directly up and to the right.

Talk to all of the NPCs, including Jess and Kline, the hunter. Next, throw a Mining Bomb at the rubble blocking the entrance to the mine (☐ selects the Mining Bomb from the Equipment Window ☐ throws it). The explosion blasts away the rubble, re-opening the entrance to the coal mine. Go inside.



TIP



Step out of the way the moment you spot sparks falling from either side of a Turtle's muzzle. The sparks mean the turtle is preparing to discharge very damaging flames out of its mouth—at you!

TIP



Step aside when a Slime forms a head and face. The Slime spits in whichever direction it's facing when it forms its head. The Slime is vulnerable at that moment, so immediately attack the Slime from the side.

THE COAL MINE

OBJECTIVES

- > Find the Keys.
- > Find the Gilded Falcon.

ENEMIES

- > Turtles
- > Slimes
- > Murgg

ITEMS FOUND

- > Small Life Drops
- > Life Drops
- > Gilders
- > Herbs
- > Gold Bars
- > Gilded Falcon
- > Life Vessel

WALKTHROUGH

As you walk a small distance into the mine, the ground rumbles. A cave-in seals off the mine car tunnel. Use a Mining Bomb to re-open the tunnel. Go inside.

Follow the tracks around until you reach a fork in the tracks. A cave-in blocks the fork heading South. A closed barrier is to the left. There's also a lever next to you on the left, jammed in the "up" position. The fork heading West eventually turns South. A second cave-in blocks this track, as well.

Inside a chamber to the North are four Turtles. Destroy the turtles using Mining Bombs.

Inside the chamber, more rocks in the upper left-hand corner block off a stairway leading deeper into the mine. Use a Mining Bomb to blast away the rocks. Take the stairs.

At the bottom of the stairs are three Pukus, as well as several crates hiding Life Drops. Destroy the Slimes before they're able to take humanoid form. Break open the crates if you need health.

Continue down, right, and up to a pool of water. A man named Lyman is surrounded by four Murgg. Quickly destroy the Murgg. Talk with the man before he dies. He gives you a Key.

Open the four Treasure Chests. Hidden inside the chests are two Herbs and two Gold Bars. Take these items. Retrace your steps back to the mine entrance.

Walk through the small doorway into the excavated chamber from Olen's nightmare, but watch out! Three more Slimes and four more Turtles await you.

Once you're inside the excavated chamber, walk over to the barrier. The barrier lifts automatically because you already have the Key, giving you access to the mine car motor. Turn on the motor by throwing the switches in the sequence Zane showed you in Olen's nightmare: left, left, right, left.

Once the motor is activated, leave the chamber. Head back to the mine entrance. Jump into the mine car. The mine car takes off, crashing through the first cave-in near the barrier. The jammed switch loosens, dropping to the "down" position. The barrier opens. However, you're still on the car heading deeper into the coal mine.

When the car comes to a stop, get out. Directly North of you are two doorways. Enter the doorway on the left. Inside the chamber are four Turtles. Destroy the turtles using Mining Bombs. Climb the wooden staircase at the top of the screen.

Inside the next chamber, a cave-in blocks your progress. Retrace your steps back to the area outside the two doorways. This time, enter through the doorway on the right. Destroy the three Slimes waiting for you inside the next chamber. Three crates inside the chamber contain Life Drops should you need health.

Step into the pool of water. Use a Mining Bomb to blast the rubble away from the entrance to the next chamber. Go inside.

Wooden pillars create a simple maze through a pool of water, while boulders continually fall from the ceiling. Winding your way through the wooden pillars, advance through the water toward the scaffolds.



The path to the left is longer, but the boulders fall less frequently. The path to the right is shorter, but the boulders fall more frequently.

Climb the scaffold in the upper right corner of the room. Jump from scaffold to scaffold until you're able to exit the upper left corner of the chamber.

Once you're inside the next chamber, throw the switch to activate the second mine car motor. Retrace your steps through the previous chamber, back to the area with the mine car. Watch out for three more Slimes in the middle chamber.

Once you're back in the chamber with the mine car, walk left, down, and left into another chamber with a switch. Throw the switch. Retrace your steps to the mine car. Jump in.

The mine car crashes through another cave-in, squishing several Slimes before it comes to a stop in front of a barrier. Walk up and left. Jump down into an area containing two Slimes and two Turtles. Use a Mining Bomb to clear the chamber. Throw the switch.

Jump up on the baskets to exit this area. Walk through the now-open barrier into the next chamber. The barrier slams shut behind you. Three Murgg await you inside. Destroying the Murgg re-opens the barrier.

Before you leave, walk down to the lower left corner of the room. Take a Key from the body of a dead miner. Exit the chamber. Jump back into the mine car.

The mine car backtracks, squishing more Slimes along the way. When the car comes to a halt in the chamber with the two doorways, jump out. Run left and down to the switch. Throw the switch. Jump back into the mine car.

The car backtracks once again, depositing you at the coal mine entrance. Reenter the mine. Locate the previously jammed switch that opened the first barrier, revealing a second switch. Throw the second switch. Run back to the mine car. Jump in. The mine car crashes through the second original cave-in you saw when you first entered the mine, depositing you in a totally new chamber. Walk up, left, and down to the wooden gate. The gate opens automatically because you have the Key.

Explore the chamber, using the mine cars filled with dirt to jump up to the higher scaffolds in the room. Two Treasure Chests in the upper left corner of the room contain Herbs.

In the center of the chamber, wooden stairs lead up to a platform containing a Teleporter. Stepping onto the Teleporter materializes you in a room containing a Blue Diary, a Health Rejuvenation Pad and a Magic Rejuvenation Pad. Save your game now.

Below the platform is a pool of water with floating spike balls. From the small wooden stairs leading into the water, jump up onto the wooden pillars. Jump from pillar to pillar until you reach another platform with a switch at the bottom of the chamber. Throw the switch. A stone block drops onto another wooden platform in the pool.

Jump into the water. Head straight up until you spot a platform with a large boulder resting on it. Directly to the right of this platform is a U-shaped section of track with a dirt-filled mine car.

Nudge the car to get it moving. Immediately press the C button to jump on. Jump off the car onto the platform with the boulder as you pass. If you miss the first time, try again.

Push the boulder off the platform onto a second boulder blocking a mine car. Nudge the car to move it. Jump onto the car. From the car, jump down onto a small wooden platform. Jump left again, down, and down once more onto the stone block. Jump left onto a dirt jut. Enter the next chamber.

Destroy the four Turtles inside using Mining Bombs. Use a Mining Bomb to blast away the rocks covering a hole. Jump into the hole.

You drop into another water-filled chamber containing wooden pillars, a Treasure Chest, a dead miner, and four Slimes. Jump from pillar to pillar to reach the Treasure Chest. Open the chest to get the Key inside.

Jump up onto the chest to reach the pillars. Jump back across the pillars to the hole. Climb up. Watch out for the four Turtles awaiting you.

TIP



Avoiding the falling boulders is simply a matter of timing. Watch the boulder's shadow carefully. Move or jump the split second after a boulder hits the ground to pass by safely.



Once you're back inside the chamber with the floating spike balls, move to the bottom of the screen. Jump down. Head right, up, right, down, and right until you find a barrier with a switch behind it. The barrier lifts automatically because you have the key. Throw the switch.

Jump into the mine car found to the left and up. The mine car speeds past several falling boulder traps, depositing you in a new chamber.

As soon as you move toward the bottom of the screen, a cave-in blocks your progress. To the right, three crates block a scaffold. Demolish the crates. Use the scaffold to jump across to a dirt jut at the bottom of the screen. Destroy the three Slimes waiting for you there.

Move left past the cave-in. Jump down. Destroy the three Turtles. Climb the second scaffold to its highest point. Jump across to another dirt jut. Open the Treasure Chest to get the Gilded Falcon inside. Jump down.

Head up and left to exit the chamber. Inside the next chamber, open the Treasure Chest resting atop a scaffold—a Herbs is inside. From this scaffold, jump across to the other scaffold. From there, jump into the mine car.

The mine car blasts through two cave-ins, coming to a stop in front of a small wooden platform. Climb up into the next area. Climb up the long wooden staircase. Curve around, entering the next chamber.

Head down toward a third motor, this one powering a lift. Two switches are positioned directly in front of the lift. Throw the lower switch three times, the upper switch once.

Scramble up the small wooden stairs. Jump on the motor. It should spark every time you jump. The motor fires up after your third jump. Leap onto the lift.

Shuddering, the lift takes you deeper into the coal mine. You come to a stop in a small chamber. A tiny bridge crosses a pool of water. Standing in the sparkling water restores your health, should you need it.

Cross the bridge into the next chamber. Inside the chamber is Zazan, the Murgg King. As Zazan exits the chamber, he causes a cave-in behind you, blocking your retreat. Destroy the four remaining Murgg.

When the last Murgg is slain, a Treasure Chest drops from the ceiling onto the wooden platform, and a doorway to the outside opens at the south end of the room. Take the Life Vessel inside the chest. Exit the chamber.

One final cave-in blocks the opening behind you. You're free!



CHAPTER FOUR



LARS' CRYPT

OUTSIDE INOA VILLAGE

OBJECTIVES

- > Locate the Murgg colony.

ENEMIES

- > None

ITEMS FOUND

- > None

WALKTHROUGH

Outside the coal mine, you discover the trail leading back to Inoa is blocked by a rock slide. Walk left until you reach the outskirts of the Murgg colony. Climb the ladder up to the observation deck.

Once you've had a sneak peek at the Murgg colony, climb down. Move up and right. Proceed through the open doorway. If you attempt to throw the switch inside, nothing happens. The switch is jammed.

Now, retrace your steps back to where you exited the coal mine. Several Inoan villagers, including Jess and Kline, have removed the boulders from the trail, reopening the path to Inoa.

Walk South until you're able to cross the river at the first small stone bridge that allows you to turn East. You're near the Western border of Inoa. Proceed to Jess's house.

INOA VILLAGE

OBJECTIVES

- > Talk with Sierra.
- > Locate Sybill's house.

ENEMIES

- > None

ITEMS FOUND

- > None

WALKTHROUGH

An Inoan villager, Sierra, stops you outside Jess's house. You must visit Sybill before you're allowed to reenter Jess's house.

Sybill's house is in the upper right corner of Inoa. From Jess's house walk down, right (just after the first two wooden platforms), up the stone stairs, and right again. Enter Sybill's house.

SYBILL'S HOUSE

OBJECTIVES

- > Talk with Sybill.

ENEMIES

- > None

ITEMS FOUND

- > None

WALKTHROUGH

Talk with Sybill to trigger a vision of Kline transforming into a werewolf. In a flashback, you see Zazan, the Murgg King, and Melzas sending several Murgg to Kline as a child. The Murgg possess Kline while he's sleeping.

Talk with Sybill briefly once the vision has ended. Return to Jess's house.



JESS'S HOUSE

OBJECTIVES

- > Talk with Jess.
- > Save the game.

ENEMIES

- > None

ITEMS FOUND

- > Bouquet of Flowers

WALKTHROUGH

Sierra is standing outside the doorway awaiting your return. You may reenter Jess's house only after you talk with her.

Once inside the house, talk with Jess. He gives you a Bouquet of Flowers to take to Olen's grave. Before you visit the Cemetery (located outside the Northern gate, next to the Sanctuary), take this opportunity to save your game using the Blue Diary upstairs.

THE CEMETERY

OBJECTIVES

- > Locate the entrance to Lars' Crypt.

ENEMIES

- > None

ITEMS FOUND

- > None

WALKTHROUGH

There are four graves with headstones inside the Cemetery, but only three graves have flowers. Place the bouquet Jess gave you on the grave without any flowers. Darkness quickly falls.

Walk right and up. A large boulder blocks a passageway into the hillside. Symbols carved into its surface radiate blue light.

Walk up to the boulder. Shuddering, it slides into the dirt, allowing you to enter Lars' Crypt.

LARS' CRYPT

OBJECTIVES

- > Find the Key.
- > Find the Gilded Falcon.

ENEMIES

- > Zombies
- > Reapers
- > Slimes

ITEMS FOUND

- > Small Life Drops
- > Life Drops
- > Gilders
- > Herbs
- > Blue Diary
- > Key
- > Gilded Falcon

WALKTHROUGH

Walk down the stairs. Climb down the first ladder. Walk to the right and up into the vault. Walk up to the brass marker. A ghost appears. Listen to the ghost. Now, exit the vault. Climb down the second ladder into the next crypt.

There are five brass markers inside this crypt. Numbering from left to right, imagine these markers as 1, 2, 3, 4, and 5.



TIP



Watch out for the Zombies' diagonal rushing attack. Quickly step out of the way if you hear a Zombie scream.

CAUTION!



You can get to the Treasure Chest without using both barrels, but try to be careful not to accidentally toss one of the barrels up onto the ledge beside the chest. If this happens, simply grab the barrel on the bricked-over section and move it to the middle section between the bricks and the chest. Now jump from the upper section of the bricks, where it appears as if you are halfway in the water, to the barrel in the middle. Then jump from the barrel to the chest. You can also exit and reenter the chamber to reset the puzzle.

Walk up to the five brass markers in turn to trigger each of the ghosts abiding within. The ghosts give you the clues to a word puzzle before disappearing. Solve the puzzle by speaking with the ghosts again, but in this order: 3, 2, 4, 1, 5.

Return to the first crypt. Speak with the original ghost. Now return to the second crypt. The five ghosts reappear to remove a barrier blocking the passageway deeper into Lars' Crypt. Enter the passageway.

Walk South until you reach a chamber containing two brass markers. Walk up to each marker in turn. Two Zombies and two Reapers appear without warning to attack you.

The Reapers are easiest to destroy, so eliminate them first to clear some fighting room. Covered urns inside the chamber generate Life Drops, if needed.

Destroy the last ghoul to activate a mysterious sparkling in the chamber above you. Climb a ladder. Walk into the sparkling. A wooden bridge extends across the gap. Open the two Treasure Chests to get the Herbs inside. Walk down through the next doorway.

Walk down, right, and down into the next chamber. Walk up to the first set of brass markers beside the sculpture. Read the markers. Now turn around, walk down, and drop through the hole.

Ignore the two switches for now. Instead, walk to the right, pick up the barrel there, and throw it into the large pool of water harboring three Zombies. Be careful not to hit any of the Zombies with the barrel! You need the barrel later. Jump into the water. Destroy the Zombies.

There is a second barrel in the lower left corner of the chamber. Starting from this bricked-over section, line up the barrels across the bottom middle segment of the pool. Standing on the bricks, jump across both barrels to reach the Treasure Chest. Open the chest to get the Herbs inside.

Jump down, and walk to the right. Climb the stairs into the next chamber. At the top of the stairs is a Teleporter and another Treasure Chest with Herbs inside.

Take the Herbs. Step on the Teleporter. The Teleporter transports you to a room containing a Blue Diary, a Health Rejuvenation Pad, and a Magic Rejuvenation Pad. Save your game now.

Walk to the left. Watch the floor for shadows. A spike ball drops from the ceiling, crashing through the floor. Walk left and up, around the opening.

Walk up to the second set of brass markers beside the sculpture. Read the markers. Turn around, walk down, and drop through the hole. Don't accidentally drift off too far left and drop into the new hole by mistake.

Throw the switches so that the left switch faces the left wall, and the right switch faces the right wall. Quickly jump onto the stone slab between the switches.

The slab rises, lifting you up with it. Quickly jump off when it comes to a stop. Walk up to the sculpture. Activate the sculpture to restore your health. A boulder drops from the ceiling, opening a footpath away from the sculpture.

Quickly run right and down. Two more slabs have appeared, momentarily allowing you passage across the two big holes in the floor.

Jump across the first slab to a floor switch mounted on a platform. Step on the floor switch to activate it, causing an explosion in a section of Lars' Crypt just below your current location.

Quickly run up across the second slab to the left. Walk down around the hole made by the spike ball. Walk right and down through the opening created by the explosion. Walk left into the next chamber.

Inside the chamber are four purple globes resting on four pedestals arranged in a diamond shape. Activate the globes by jumping up into the air (the X button), followed by a quick sword stroke. Activate the globes in this order: right, left, down, up.

A ghost appears, opening a barrier in another part of Lars' Crypt. Exit the chamber, and return to the previous room. Immediately walk right, down, and right, through an open doorway. Walk down the stairs into the passageway, past the now-open barrier. Enter the chamber.

The barrier slams shut behind you. Inside the chamber are four Pukus and three Zombies. Destroy the monsters to open the barrier blocking a flight of stairs leading deeper into Lars' Crypt.



There are Gilders and Life Drops aplenty hidden in the grass. Should your health need additional boosting, the four covered urns in the upper left corner of the room also frequently contain Life Drops.

Exit the chamber via the newly accessible stairs in the upper right corner of the room. Walk down past the second set of stairs into the next chamber. Two spike balls drop from the ceiling, creating two holes in the floor.

Walk down, around the lower hole. Walk to the right into a chamber containing four headstones and a barrier. Jump into both of the shallow pits in front of the headstones to open the barrier. Walk past the now-open barrier to the Treasure Chest beyond. Open the chest to get the Key inside.

Retrace your steps to the two big holes in the floor. Walk around both holes. Continue up to a locked wooden door. The door opens for you automatically because you have the Key.

Three switches are in the next chamber. Throw the first and third switches. Stone blocks slide across the ground, dropping into square holes positioned behind the switches. A doorway, previously blocked, opens in the upper left corner of the chamber. Exit through this doorway.

You see a pile of stone blocks to the left. A hole is positioned to the left of the blocks. Push the blocks into the hole to activate a stone slab behind you.

The slab begins moving in slow circles around the chamber. Jump onto the slab. Before you hit the first spike ball, jump off the slab into the blackness below. You drop into a large, water-filled chamber containing four islands of various sizes.

Destroy the four Slimes lurking in the water before you do anything else. Once they're gone, climb the small wooden steps attached to the point of land at the very bottom of the chamber. Grab the first stone.

Throw the first stone into the water between the islands you're on and the narrow finger of land along the left wall. Use the first stone to jump across the water. Grab the second stone. Throw it into the water. Jump into the water.

Position both stones evenly between the point of land along the right wall and the biggest island at the very top of the chamber. Climb the small wooden steps. Use both stones to jump across the water to the biggest land mass. Grab the third stone.

Throw it into the water.

Position two of the three stones evenly between the narrow finger of land along the left wall and the Treasure Chest. Place one stone between the bottommost point of land and the narrow finger of land. Now, use the three stones to jump across the water to reach the Treasure Chest. Open the chest to get the Gilded Falcon inside.

The point of land along the right wall delivers you to a stairway. Climb the stairs. You've returned to the room with the slowly circulating slab. Walk up and left. Below you is a barrel resting on a broken floor section suspended in midair.

Wait for the slab to cruise by. Jump onto the slab. Jump onto the suspended floor section. Quickly grab the barrel. Jump back onto the slab as it cruises by below you, avoiding the second spike ball. Quickly jump off the slab near the stairs, just before the first spike ball. Walk up and left, around the open pit.

Place the barrel in a small niche near another sculpture. Jump up onto the barrel, then up to the sculpture.

Activate the sculpture to complete a section of conveyor belt and restore your health. Retrace your steps back to the chamber where the spike balls crashed through the floor. Step onto the left conveyor belt.

The conveyor belt deposits you on another stone slab. Jump off the slab into the blackness below. You drop into a large, water-filled chamber containing four Zombies, as well as three more stone slabs.

Destroy the Zombies to activate the slabs. The slabs aren't synchronized, so you can't just jump from slab to slab. You must alter the rhythm of the slabs' motion. Stand in front of each slab in turn for an appropriate length of time, until you've forced them all into synch.

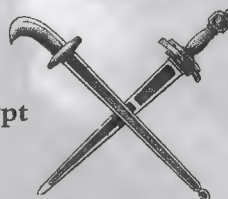
Jump onto the uppermost slab first. Jump onto the middle slab next. Jump onto the bottommost slab last. From the last slab, jump across to the Treasure Chest.

Open the chest to get the Strength Tonic inside. Jump into the water. Walk up to the stairs. Exit the chamber.

TIP



Once you've carefully synchronized the slabs, make sure you don't accidentally undermine your precise calibration. Jump onto the first slab from the side, not the top or the bottom.



TIP



The fastest way to activate all three globes is to start with the uppermost globe. Quickly move directly left and straight down to activate the bottommost globe. From there, quickly move up, right, and down. Jump up into the air, and activate the center globe.

You've returned to the chamber where the spike balls crashed through the floor. Once again, step onto the left conveyor belt. This time, jump across the slab. Read the brass marker in the next chamber. Jump back onto the slab. Wait for it to move up, away from your current position.

Jump off the slab into the chamber to the right. Read the sign inside the chamber. Exit the chamber. Jump back onto the slab. Once again, wait for it to move down, away from your current position.

Jump off the slab. Walk past the brass marker. Exit the chamber through the doorway to the right.

Once you've passed through the doorway, a barrier slams shut behind you. Inside the next chamber are three purple globes resting on pedestals. The three pedestals—one at the top of the room, one in the center, one at the bottom—are resting on wood scaffolds of varying heights. You must activate all three globes to exit the chamber.

To open the barrier, you must activate the center globe last. Use exactly the same method as before, but timing is especially critical. There's almost no margin for error. The globes stay activated for only a few seconds apiece.

Once you've activated all three globes, immediately exit the chamber through the newly opened doorway on the right. The barrier slams shut behind you.

You're locked inside a chamber with three Slimes. You see a second barrier across the room, as well as some covered urns. Destroy the Slimes to open both barriers. However, exit the chamber through the open doorway on the left—the doorway you just entered through.

Once you're inside the previous chamber, repeat the process of activating the globes. Once again, exit the chamber through the open doorway on the left.

You're locked inside the chamber with the three Slimes. Once again, you must destroy the Slimes to open both barriers. This time, however, exit through the open doorway on the right—the doorway you just entered through.

Now you're facing a long flight of stairs. Climb the stairs. A barrier slams shut behind you as you enter the next chamber. It's time for you to face the boss, the Ancient Guardian.

THE ANCIENT GUARDIAN

OBJECTIVES

➤ Destroy the Ancient Guardian.

ENEMIES

➤ The Ancient Guardian

ITEMS FOUND

➤ None

WALKTHROUGH

Much like killing the Gelatinoid, destroying the Ancient Guardian isn't very hard—but it does take time. Once again, the key to success is to keep moving.

Use Mining Bombs to wear the boss down. He doesn't move very fast, but he does cause boulders to drop from the ceiling by slapping his giant stone palms on the ground.

Watch the floor very carefully. Quickly move out of the way the moment you see the shadows of the falling boulders!

You know the boss is nearly destroyed when he stops moving around the chamber. However, he does cause the boulders to fall much more rapidly and in greater numbers. You must be very careful—and very fast.

A few more well-placed Mining Bombs, and the boss explodes into green flames. You've destroyed the Ancient Guardian!



CHAPTER FIVE



THE QUEST TO SAVE BONNAIRE

LARS' CRYPT

OBJECTIVES

> Talk with Lars.

ENEMIES

> None

ITEMS FOUND

> Life Vessel
> Earth Scroll
> Magic Drop
> Ruby Crest

WALKTHROUGH

Once you've destroyed the Ancient Guardian, a barrier opens to the right. Exit the boss's room through this new doorway. Inside the next chamber, Lars materializes in front of you. Talk to him. Three Treasure Chests drop from the ceiling. Open these chests to get the Life Vessel, the Earth Scroll, and the Magic Drop inside them.

A fourth Treasure Chest drops from the ceiling. Open this chest to get a Ruby Crest. You need six more gemstones to raise Melzas's stronghold from the bottom of the lake.

A Teleporter materializes in the chamber. Step on the Teleporter. You're transported to the chamber where you first entered Lars' Crypt. Exit Lars' Crypt.

Outside, the radiant boulder emerges from the dirt. Lars' Crypt are now sealed off. Retrace your steps to Jess's house. Use the Blue Diary to save your game.

INOA VILLAGE

OBJECTIVES

> Locate Nadia's house.

ENEMIES

> None

ITEMS FOUND

> None

WALKTHROUGH

Once you've saved your game, walk down (over all six wooden platforms), right, down the stone steps, and left to enter Nadia's house.

NADIA'S HOUSE

OBJECTIVES

> Talk with Septimus.
> Talk with Nadia.

ENEMIES

> None

ITEMS FOUND

> None

WALKTHROUGH

Walk upstairs. Talk with the villagers in the bedroom, including Septimus and Nadia. Try to exit the house. The door slams downstairs. Fein comes upstairs, starting a whole new round of conversation. Now you may leave and walk over to enter the house directly to the left of Nadia's house.

BONAIRE'S HOUSE

OBJECTIVES

> Talk with Bonaire.
> Enter Bonaire's nightmare.

ENEMIES

> None

ITEMS FOUND

> None



WALKTHROUGH

Walk inside. Talk with the villagers in the bedroom, including Ronan, Kline, and Bonaire. Bonaire is lying in the bed on the right side. Talk with the villagers again. Lutas, Fein's husband, enters the house. Talk with Bonaire again. Enter Bonaire's nightmare.

INSIDE BONAIRE'S NIGHTMARE

OBJECTIVES ENEMIES ITEMS FOUND

- | | | |
|---------------------------|-----------|-----------------|
| > Find Bonaire. | > Slimes | > Keys |
| > Find the Keys. | > Zombies | > Life Vessel |
| > Find the Gilded Falcon. | | > Gilded Falcon |
| > Save the game. | | > Blue Diary |

WALKTHROUGH

Once inside Bonaire's nightmare, Sara appears to spirit Bonaire away. A large barrier materializes, preventing you from reaching the area where they disappeared.

Walk up the stairs. A purple globe rests in the arms of a dragon sculpture. Strike the globe. The blue barrier turns semitransparent. This allows you to pass completely through the barrier. Walk back down the stairs.

Walk through the barrier to the right and up. Jump down into the depression on the right. Step on the Teleporter under the semitransparent blue barrier.

You materialize inside a separate group of underground chambers. Walk down the steps. Walk to the right. Avoid the slowly revolving spike balls.

Pass through the barrier. Pass the dragon sculpture. Step on the Teleporter.

You materialize in a different section of the area where you first entered Bonaire's nightmare. Destroy the two Pukus. Push the third stone to raise a ladder leading to the ledge above you. Now walk down and right.

Cross the wood scaffolds. Strike the purple globe. The red barriers are now semitransparent. Walk back to where you materialized.

Walk down. Jump down and walk to the right. Jump over the gap to the Treasure Chest. Open the chest to get the Key inside. Jump back over the gap.

Walk to the center of the ledge. Jump down. Push the stone. A second ladder rises on the ledge above you. Turn around and jump down. Walk down. Jump down again.

Destroy the two Pukus. Push the stone on the right side. Another ladder rises, leading back to the previous ledge.

Step on the Teleporter to transport yourself to a Blue Diary, a Health Rejuvenation Pad, and a Magic Rejuvenation Pad. Save your game now. Return to the previous chamber.

Destroy the two Pukus. Climb the ladder. Step on the Teleporter under the semitransparent red barrier.

You materialize close to the area of the underground chambers where you were before. Walk down, left, and up the steps. Don't pass the dragon sculpture. Instead, walk to the right and up.

Pass through the semitransparent red barrier. Walk right, up the steps, and right again to enter the chamber. A barrier slams shut behind you.

Destroy the five Pukus inside the chamber to reopen the barrier. A Treasure Chest drops from the ceiling. Open the chest to get the Key inside. Exit the chamber.

Walk back to the dragon sculpture you passed earlier. Strike the globe. The red barriers resolidify. The blue barriers turn semitransparent. Walk straight up. Step on the Teleporter.

The boss repeats this pattern somewhat randomly over and over. Sometimes she attacks using the same approach several times in a row. However, she always breaks up her main attacks with an energy bolt attack.

Once again, you materialize in the different section of the area where you first entered Bonaire's nightmare. This time, climb the first ladder to the left. Avoid the floating spike balls.

TIP

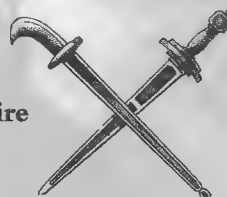


To pass through the spike ball trap safely, simply stand at the bottom of the steps and wait for a spike ball to float past your position. As it passes, step forward and walk along behind the spike ball until you're able to walk through the next semitransparent blue barrier.

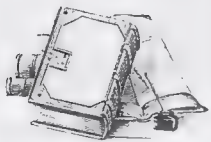
TIP



Carefully watch the spike ball bounce back and forth along the scaffold. Wait for it to reach the point nearest to your position. As the spike ball begins bouncing away, step forward. Walk behind the spike ball until you're about two-thirds of the way along the scaffold. As soon as the spike ball reverses its direction, run under it to safety.



NOTE



Walk up the passageway into the next chamber. Once you're inside, the boss of Bonaire's nightmare, Sara, reappears. She transforms into a succubus—a winged devil—that disappears and reappears to attack you. Bonaire is bound to the upper wall beneath the sculpture of an angel.

TIP



To pass through the spike ball traps safely, wait for a spike ball to pass over the area you need to cross. Don't move until the spike ball hovers for a moment along one side of the ledge. There's just enough time for you to hurry to the cubbyhole in front of the next ladder.

To pass the last spike ball, wait for it to float past your position. As the spike ball passes, step forward and walk along behind it until you're able to turn upward and climb the ladder.

A barrier blocks the path to the right. However, the door to the next chamber opens for you automatically because you have a Key. Inside, you see Bonaire and Sara in the neighboring chamber, but you can't reach them.

Activate the floor switch mounted on a platform to open the barrier. Backtrack to the now-open barrier.

A wood scaffold hangs over the edge of the ledge. Jump off the scaffold onto another ledge directly above a switch. Hurl a Mining Bomb at the switch. The explosion throws the switch, causing a Teleporter to materialize for a few seconds.

Timing is critical. Make sure you're ready to step onto the Teleporter when it appears.

You materialize in a chamber with a locked door and another Teleporter. The door opens for you automatically because you have a Key. Climb up both sets of stairs, through the semi-transparent barrier, to the dragon sculptures. Activate the globe on the left side.

Walk back down to the now-solid barrier. Jump up onto the barrier. Jump down to the Treasure Chest. Open the chest to get the Key inside. Backtrack to the dragon sculptures. Activate the globe on the right side. The blue barriers resolidify. The red barriers turn semi-transparent.

Walk straight up. The door to the next chamber opens for you automatically because you have a Key. Open the Treasure Chest to get the Life Vessel inside. Step onto the Teleporter.

You materialize inside the chamber where you last spotted Bonaire and Sara. Open the Treasure Chest to get the Gilded Falcon inside. Exit the chamber.

Walk down the stairs. You see Bonaire cross the wood scaffold to the right. Sara materializes in front of you. She summons four Zombies to attack you before disappearing. At the same time, a spike ball slowly bounces back and forth along the scaffold. Destroy the Zombies. Cross the wood scaffold.

THE SARA SUCCUBUS

OBJECTIVES

> Destroy the Sara Succubus.

ENEMIES

> The Sara Succubus

ITEMS FOUND

> None

WALKTHROUGH

As with the two previous bosses, destroying the Sara Succubus takes time. However, more skill and patience is needed now to accomplish this task than with the Gelatinoid or the Ancient Guardian.

Fortunately, the Sara Succubus attacks in a fairly predictable pattern. This works in your favor. She appears by herself, speeding around the room before disappearing. This is your best opportunity to inflict damage on her.

Soon afterward, three egg-shaped energy bolts appear—one after another. The energy bolts home in on you, but you can avoid them by simply stepping out of the way as they approach.

The Sara Succubus reappears, this time with several duplicates of herself. The multiple Saras circle you, closing in briefly to attack before they disappear.

Although the duplicates vaporize with a single sword stroke, the boss takes no damage. You must strike the real boss to damage it.

The three egg-shaped energy bolts appear again to home in on you. Sidestep the energy bolts. Wait for the boss to reappear and strike with your sword.

Wear the Sara Succubus down to defeat it. If you can, try to hit the boss with a Mining Bomb for an instant kill. Generally, tossing a Mining Bomb into the ring of Saras has a fair chance of actually destroying the real boss.

Eliminate the boss, and she shrieks before vaporizing. Walk over to Bonaire to wake him up. The human Sara reappears. She transforms into Nadia for a moment before vanishing forever. You've defeated the Sara Succubus! Unfortunately, the bad news is poor Nadia dies also.



CHAPTER SIX



THE DESERT TEMPLE

BONAIRE'S HOUSE

OBJECTIVES

- > Talk with Bonaire.
- > Talk with Septimus.

ENEMIES

- > None

ITEMS FOUND

- > None

WALKTHROUGH

You return to Bonaire's house. Talk with all the villagers, including Bonaire, Ronan, and Kline. Septimus joins the gathering to inform the others of Nadia's death. The scene fades out. You wake up the next morning in bed at Jess's house.

JESS'S HOUSE

OBJECTIVES

- > Talk with Jess.
- > Save the game.

ENEMIES

- > None

ITEMS FOUND

- > Iron Flail

WALKTHROUGH

Save your game. Walk downstairs to talk with Jess. The armorer makes you a morning star, the Iron Flail. Take the weapon. The Iron Flail is now a permanent weapon in your inventory. Load the weapon into the Equipment Window to use it, just like you would your Sword. Exit the house.

INOA VILLAGE

OBJECTIVES

- > Talk with the villagers.

ENEMIES

- > None

ITEMS FOUND

- > None

WALKTHROUGH

Work your way up through the village, talking to all the villagers you encounter along the way. Exit the village through the Northern gate.



OUTSIDE INOA VILLAGE

OBJECTIVES	ENEMIES	ITEMS FOUND
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➤ Locate Lurvy's house.	➤ Slimes	➤ None
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WALKTHROUGH

Walk to the right, toward the abandoned Water Pumping Station. Destroy the Slimes you encounter along the way. Turn South at the station.

Instead of turning left at the House of Tarn, continue South, down the stone stairs. Turn right to cross the river at the first small bridge you find. Walk down and right.

Use the Iron Flail to smash the barrier. Walk down the stone stairs, jump down past all five ladders until you reach a small dock. Walk right, past the stone arch and up toward the well. Enter Lurvy's house.

LURVY'S HOUSE

OBJECTIVES	ENEMIES	ITEMS FOUND
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➤ Purchase equipment from Lurvy.	➤ None	➤ Small Life Drops ➤ Life Drops ➤ Gilders ➤ Leather Armor ➤ Life Vessel ➤ Wonder Essence
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WALKTHROUGH

Talk with Lurvy. Walk over to the display table. Pick up the Leather Armor. Walk over to the empty table beside Lurvy. Throw the Leather Armor onto the table. Now you can buy the item from Lurvy for 100 Gilders. The Leather Armor automatically replaces the Cloth Jacket in your permanent inventory.

Exit and reenter Lurvy's store. The next item for sale is a Life Vessel for 400 Gilders. Buy the Life Vessel. The next item for sale after the Life Vessel is a Wonder Essence.

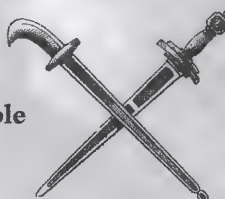
If you need more Gilders, exit and reenter Lurvy's store several times to renew the grass outside. Cut the grass to find Gilders and Small Life Drops and Life Drops.

Exit the store. Now you must work your way up the cliffs behind Lurvy's store. There is only one route leading to the top, with several easy jumps along the way.

TIP



Any time you're purchasing an item from any merchant, exit and reenter the merchant's business several times in a row. Usually, the items for sale change each time. This allows you to purchase several different and valuable items in a single visit.



THE CLIFFS OF MADNESS

OBJECTIVES

- > Locate the entrance to the desert puzzle.

ENEMIES

- > None

ITEMS FOUND

- > Herbs
- > Wonder Essence
- > Magic Elixir
- > Gold Bars

WALKTHROUGH

Near the top of the cliffs, you see three Treasure Chests as you wind your way back and forth. The chest on the far left contains another Wonder Essence. The Treasure Chest on the far right contains Herbs. The Treasure Chest in the middle contains Magic Elixir. See Figures 6-1 through 6-10 for details on how to get to the top of the cliffs.

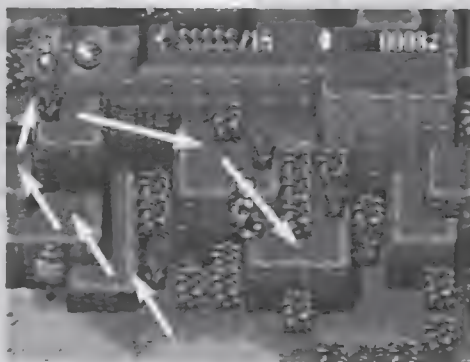


Fig. 6-1



Fig. 6-2

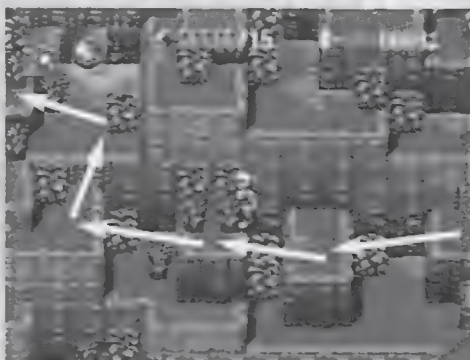


Fig. 6-3

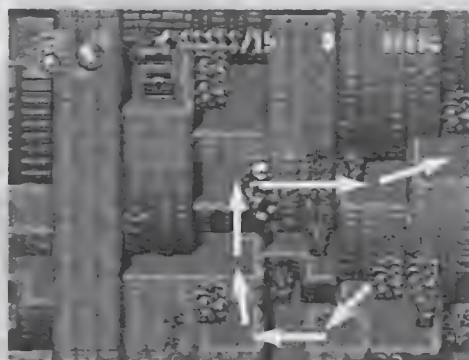


Fig. 6-4





Fig. 6-5

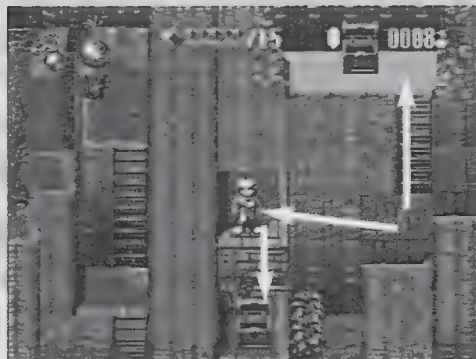


Fig. 6-6

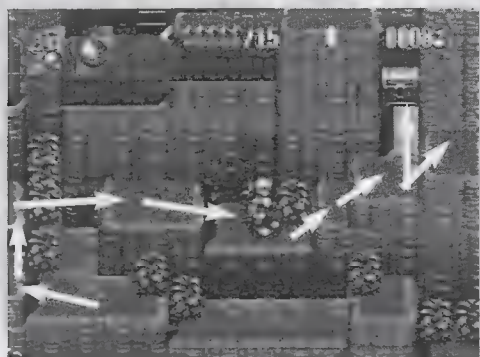


Fig. 6-7

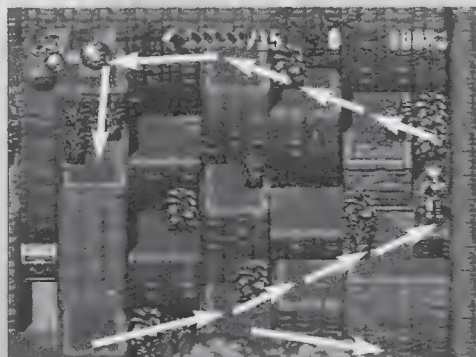


Fig. 6-8



Fig. 6-9

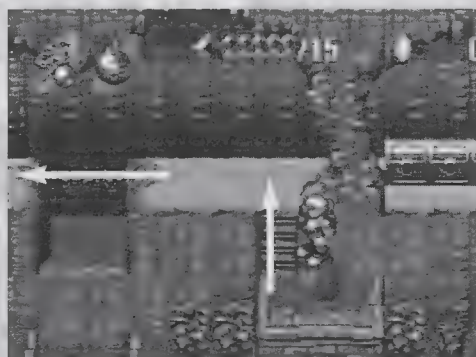
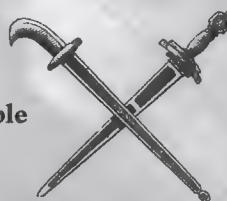


Fig. 6-10

Fig. 6-1 through 6-10: A Gold Bar is waiting for you on the ledge above Lurvy's house. Walk behind the trees to get to the ledge. Jump into Lurvy's chimney for access to the back part of his shop.

Three more Treasure Chests containing Gold Bars are located to the right at the top of the last ladder. Walk left after you take the Gold Bars. Jump the small gap. Enter the cave. Climb up the spiral staircase. Exit the corridor. You emerge in the Despair Desert puzzle.



DESPAIR DESERT

OBJECTIVES

- > Locate the entrance to the Desert Temple.

ENEMIES

- > Lizards
- > Sandworms

ITEMS FOUND

- > Gold Bar
- > Gilded Falcon
- > Herbs
- > Sand Cape

WALKTHROUGH

Destroy the Lizards and Sandworms you encounter as you work your way West. Watch for the flagstone stage with six columns. Climb the steps. Immediately move to the left, outside the columns.

A section of the crumbling stone wall meanders close to the stage. Jump onto the wall, then walk North. Stay to the left. Stop just as you turn North again. From here, jump across to the next section of wall (see figure 6-11).



Fig. 6-11

Now, it's simply a matter of several easy jumps East and North over to the sandbar just above another sandbar with a Treasure Chest. Jump down to get the Gold Bar inside the chest. Jump down onto the sand. Retrace your steps to the stage.

Jump onto the wall again. This time continue to head North until you reach the small obelisk. Jump down onto the sand. Walk directly East until you reach the second obelisk. Stand on the cobblestones. Jump up onto the dais. Open the Treasure Chest to get the Gilded Falcon inside.

From where you are, jump straight up onto the section of wall directly above the second obelisk. Work your way East to just before the impenetrable boundary wall surrounding the desert. You see a Treasure Chest to the right. Ignore it for now.

Stand on the cobblestones. Jump up onto the next level. Now, jump left from sandbar to sandbar, directly West, until you reach the entrance to the cave. Go inside.

Walk down the first flight of stairs. Walk out onto the wall. Jump down onto the sand. Walk down into the next chamber. Climb the platform steps to the Treasure Chest. Open the chest to get the Sand Cape inside.



The Sand Cape transforms your body into a small mound of living sand. With it, you may move freely anywhere there is sand. Enemies can't damage you while you're transformed.

Load the Sand Cape into the Equipment Window to use it, just like you would Herbs or the Mining Bomb. Press the  button to put on the cape. Press the  button again to take off the cape.

Retrace your steps back to the fourth Treasure Chest you ignored earlier. Put on the Sand Cape. Pass through the low arch. Open the chest to get the Herbs inside. Now, retrace your steps to the stage with the six columns. Take off the Sand Cape.

Walk up, directly between the last two columns, after you climb up onto the stage. Twin cyclones, sand devils, appear and fling you up into the air. You land in a new area.

Put on the Sand Cape. Pass through the arches, always moving North. Exit at the top of the screen. If you accidentally back up and exit at the bottom of the screen, or to either side, you're sent back to the stage.

When you emerge in the next area, you've automatically transformed back into your original form. Walk up, around the sandbar. Jump down onto the pale boulders. Jump left onto the next sandbar. Jump down and left, *diagonally*, to pass by the dark boulders. Continue moving left.

Climb the stairs. Step onto the small shelf directly to the left of the stairs. Jump down onto the column at the lower right edge. You'll make it easily—you're jumping with the wind. Jump down and right, *diagonally*, onto the sandbar. Continue moving down.

Walk down and left to climb the stairs. Walk into the sparkling area. You materialize in front of the Ancient Shrine. Walk up the steps to enter the Ancient Shrine.

TIP



Remember, when you're moving through this part of the desert and you enter a new area, watch for the blowing sand to determine the direction of the wind. Always exit with the wind to keep yourself from being sent back to the beginning of the desert puzzle.

THE ANCIENT SHRINE

OBJECTIVES	ENEMIES	ITEMS FOUND
➤ Activate the four "Venus de Milo" sculptures.	➤ Sandworms ➤ Graggs ➤ Bumblebees	➤ Small Life Drops ➤ Life Drops ➤ Gilders ➤ Herbs ➤ Key ➤ Blue Diary ➤ Gilded Falcon

WALKTHROUGH

Walk up to the skeleton on the floor. Talk with the skeleton. Now, walk up the stairs to the Teleporter. Use the Teleporter to take you to a Blue Diary, a Health Rejuvenation Pad, and a Magic Rejuvenation Pad. Save your game.

Return to the Ancient Shrine. Walk down the stairs. Enter the chamber to the right. Walk past the horse-head sculptures. Activate the floor switch. A barrier slams shut behind you. Five Sandworms appear to attack you. Destroy the Sandworms to reopen the barrier. Exit the chamber.



TIP



Watch out for the sand plume the Sandworms discharge. Quickly step out of the way when you see a Sandworm start to open its mouth.

TIP



Graggs have a good distance attack, so use your Iron Flail to destroy them from a safe distance.

Walk across the main room. Enter the long hallway just before the second chamber with horse-head sculptures. Walk up the corridor to the next chamber.

Watch out for the huge spike balls that move all over the room. Use the cobblestone footpath to avoid most of the spike balls, but be ready to quickly jump out of harm's way. Throw the three switches to open a barrier to the right. Exit the chamber through the now-open barrier.

Walk up the staircase. You enter a chamber with four radiant clay slabs resting on the floor. The slabs are marked with symbols: star, moon, water, and sun.

There are high landings on either side of you, each with two small stone carvings. Each carving represents one of the symbols on the floor. Step on to the small lift to the left to reach the first landing. Destroy the Gragg.

Grab the two stone carvings. Throw them on the floor. *Do not* accidentally throw the appropriate carving onto its clay slab counterpart! Jump down onto the floor.

Grab the star carving. Walk over near the base of the second landing by the staircase. Toss the star carving *near*, but not directly next to, the base of the landing.

Grab the moon carving. Walk over to stand right next to the star carving, facing the landing. Toss the moon carving on top of the star carving, *directly next to the landing*. The two carvings should form "steps" leading up to the ledge.

Climb up to the second landing. Destroy the two Graggs. Grab the stone carvings. Throw them on the floor. Remember, be careful where you throw them. Jump down onto the floor.

Now you may place each of the stone carvings onto the matching clay slab. A sculpture appears on a third landing at the bottom of the chamber.

Use the lift to get back to the first landing. Use the floating slab to reach the sculpture. Activate the sculpture to restore your health. Retrace your steps to the main room.

Walk up the stairs. Enter the next chamber through one of the two open doorways. Repeat the process of placing the correct stone carving on the matching radiant clay slab. A barrier opens to the left. Exit the chamber through the now-open barrier.

Inside the next chamber are two open doorways, one at the top of the room, one at the bottom of the room. The floor is actually a series of clay slabs with symbols on them.

One symbol is an open eye, the other symbol is a closed eye. Walk only on the closed eye slabs. If you step on an open eye slab, the two doorways slam shut.

Two metal bird-head sentinels shoot fireballs around the chamber. The fireballs are easy to predict and avoid. You may walk right through a sentinel safely, as long as it's not firing directly at you. Exit this chamber through the open doorway at the top of the screen.

You enter the next chamber to the familiar sight of the four radiant clay slabs resting on the floor. The star carving is resting on the floor out in the open, but don't grab it yet.

The sun carving is resting out of view behind the platform in the lower right corner of the chamber. Grab the sun carving to use as a "step" up to the tops of the other platforms. Be careful where you toss the remaining two carvings.

Once all four carvings are on the floor, place the correct stone carving on the matching radiant clay slab. A second sculpture appears on the platform in the center of the chamber.



Jump up onto one of the stone carvings. Jump up onto the platform. Activate the sculpture to restore your health. Retrace your steps to the previous chamber.

This time, walk along the closed eye slabs to the far right and down. You see a barrel resting on a slab. Grab the barrel. Now, walk up, left, and down toward the bottom of the room until you can't go any farther.

Toss the barrel onto the open eye slab. Jump up onto the barrel. Jump down onto the closed eye slab. Exit the chamber through the open doorway.

You emerge on the ramparts of the Ancient Shrine. There is only one clear path up several flights of stairs to the top. Destroy the four Graggs you encounter along the way. Enter the open doorway on the left side into the chamber.

Put on the Sand Cape. Move up, left, and down into the antechamber containing the covered urns. From the cobblestones, jump up onto the urn on the right. Jump up onto the wall.

Walk along the wall to the Treasure Chest. Open the chest to get the Herbs inside. Jump up onto the Treasure Chest. Jump up onto the wall. Jump down to climb up the stairs. Don't try to destroy the Sandworms. They regenerate endlessly.

Destroy the two Graggs at the top of the stairs. Put on the Sand Cape. Move to the boulder in the center area with the Sandworms. Take off the Sand Cape. Quickly grab the boulder. Toss the boulder onto the cobblestones inside a small enclosed area *below* another enclosed area containing more stairs.

Put on the Sand Cape. Move into the area where you threw the boulder. Take off the cape. Jump up onto the boulder from the cobblestones (move the boulder into a better position if needed). Jump up onto the wall. Jump onto the stairs. Exit the chamber.

Destroy the Sandworms in the next chamber. A barrel drops from the ceiling. Grab the barrel. Position the barrel between the cobblestones and the section of wall nearest the switch. Load the Mining Bombs into the Equipment Window.

Jump up onto the barrel. Jump up onto the wall. Throw a Mining Bomb next to the switch. Quickly jump down. Grab the barrel. Position the barrel between the cobblestones and the steps.

The explosion throws the switch, opening a barrier at the top of the steps. Quickly jump from the cobblestones to the barrel to the steps. Exit the chamber before the barrier slams shut.

Quickly exit the next chamber containing the covered urns. You reemerge on the ramparts of the Ancient Shrine. Walk left and up to the floating slab. Ride the slab down to the Treasure Chest. Open the chest to get the Gilded Falcon inside.

Jump over the Treasure Chest. Activate the sculpture to restore your health. Retrace your steps up several flights of stairs to the two open doorways at the top of the temple. Destroy the Graggs you encounter along the way. Enter the open doorway on the right side into the chamber.

Climb up both flights of stairs. Destroy the Graggs as you pass through. There are several covered urns containing Small Life Drops and Life Drops.

Destroy the Sandworms in the next chamber. Be careful not to step on the sand pits. Grab a barrel.

Position the barrel one of the two bottom corners of the room, on the exact spot where the sand and the cobblestones meet. Jump up onto the barrel. Jump across the sand pits. Exit into the next chamber.

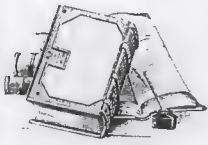
TIP



If you accidentally get hit by a fireball while you're holding the barrel, the barrel is destroyed. Don't worry, though—just exit and reenter the chamber to regenerate the barrel.



NOTE



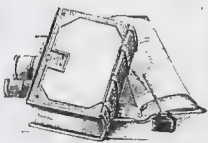
If you step or land on a sand pit, you drop through the floor into the previous room with the Graggs. If you toss a barrel onto a sand pit, the barrel is destroyed. Exit and reenter the chamber to regenerate the barrel.

TIP



Move the column to the right and down. If you shove the column too close to the wall, exit and reenter the chamber to reset the column.

NOTE



If you're not able to catch three barrels after five attempts, throwing the switch releases only spike balls. Exit and reenter the chamber to reset the puzzle.

Once again, you reemerge on the ramparts of the Ancient Shrine. Walk straight down. Jump down in front of the open doorway. Enter the open doorway into the chamber.

Walk up two flights of stairs. Destroy the Graggs before walking up the third flight of stairs. Break open the covered urns to release the huge boulder. Exit the chamber through the doorway below the stairs.

You reemerge on the ramparts of the Ancient Shrine once more. There is only one clear path down two flights of stairs and a ladder to the bottom. Destroy the Graggs you encounter along the way. Enter the open doorway into the chamber.

Shove the column from the top of the room onto one of the floor switches. Stand on the other floor switch to open a barrier at the top of the room. Exit the chamber.

Destroy the three Bumblebees inside the next chamber. A barrel drops from the ceiling. Grab the barrel. Toss it up onto the column in front of the door, to the left of the floor switch mounted on another column. Make sure one edge of the barrel is sticking out, hanging over the right side of the column.

Starting at the cobblestones, jump from column to column until you reach the barrel. Jump up onto the barrel. Jump from the barrel to the floor switch to activate it. A floating slab drops from the ceiling onto the sand.

Jump down from the switch. Walk over to the slab. Ride it up into the next chamber.

There is a switch surrounded by four open shafts in the center of the chamber. There are cobblestones in the bottom left corner and a floating slab in the upper left corner.

Stand on the left side of the switch to throw it. Two barrels and two spike balls drop from the ceiling.

Quickly move over to the shaft on the left. Catch the barrel that drops from the ceiling. You need to catch three barrels to make a path across the sand from the cobblestones to the slab.

Jump across the barrels to the slab. Ride it up into the next chamber. You enter the next chamber to the familiar sight of the four radiant clay slabs resting on the floor.

The four stone carvings are in a row along the upper wall. You must place them quickly. You have a time limit. If you run out of time, the carvings shatter.

Exit and reenter the chamber to reset the puzzle. Jump down from the top of the stairs to save time.

A Treasure Chest drops from the ceiling if you position the stone carvings in time. Open the chest to get the Key inside. Climb the stairs to exit the room.

Quickly exit the next chamber containing the covered urns. The door opens for you automatically because you have the Key. You reemerge on the ramparts of the Ancient Shrine. Walk right and up to the floating slab. Ride the slab down to the fourth sculpture. Activate the sculpture to restore your health. Retrace your steps to the main room.

The best path to follow is simply to backtrack through the last series of rooms until you reach the ramparts again. This time, instead of riding the floating slab to the right, jump off the tall structure to the left.

Continue down through the area where you released the huge boulder, then jump down again in front of the main entrance to the temple. Reenter the temple.

Talk to the skeleton again, and it explodes. The elaborate chair behind the skeleton drops into the floor. Jump into the hole left by the chair.

You emerge inside a spike-filled chamber with four switches and a floating slab. Jump onto the floating slab. Use the Mining Bombs to throw the four switches. A barrier opens to the right. Exit the chamber through the newly opened doorway.



Walk up the stairs to step on the Teleporter. Use the Blue Diary to save your game. Go back to the main room.

The next chamber contains a floor switch and a barrier on the bottom wall. Step on the floor switch to activate it. The first barrier slams shut behind you. Eight Sandworms appear to attack you. Destroy the Sandworms, and both barriers open. There are three covered urns containing Small Life Drops and Life Drops. Exit through the newly opened doorway on the bottom wall.

Destroy the two Graggs. Place the appropriate carving on its identical symbol. A barrier in the lower left corner of the chamber opens to reveal a flight of stairs. Exit the chamber.

At the bottom of the stairs is another spike-filled room and more Graggs. Destroy the Graggs you can reach right away. Jump down onto the central area.

Destroy the last Gragg on the ledge by holding a Mining Bomb while running and jumping in the direction of the ledge. The Mining Bomb should land on the ledge, blowing up the Gragg. The four carvings drop from the ceiling onto the central area.

Stack the four carvings one atop the other in this order: water, sun, moon, star. A barrier at the top of the room opens. Exit the chamber.

Inside the chamber is what appears to be an Ancient Guardian half-buried in the sand and two holes. Jump into the hole on the right side of the room. Once again, you face four radiant clay slabs that constantly change their symbols.

Imagine the four slabs as being on the four cardinal directions of the compass. The solution to this puzzle is:

- North-sun
- East-water
- West-moon
- South-star

Once you solve the puzzle, boulders drop from the ceiling. Step on the Teleporter to exit the chamber. You may also exit the chamber to reset the puzzle.

Outside the chamber, the first hole seals itself. The Shrine Protector is now three-quarters revealed. Walk to the hole on the left side of the room and jump in.

The solution to this puzzle is:

- North-star
- East-moon
- West-water
- South-sun

Once again, boulders drop from the ceiling. Step on the Teleporter to exit the chamber or reset the puzzle.

Outside the chamber, the second hole seals itself. The Shrine Protector is no longer buried in the sand. Step onto the sand. It's time for you to face the boss, the Shrine Protector.

THE SHRINE PROTECTOR

OBJECTIVES

- Destroy the Shrine Protector.

ENEMIES

- The Shrine Protector

ITEMS FOUND

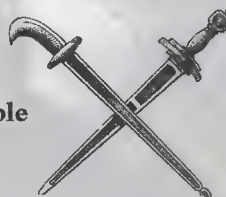
- None

TIP

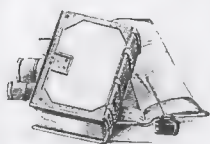


The four radiant clay slabs resting on the floor constantly change their symbols. Watch each slab closely to determine the pattern. Pick up a carving. Stand in front of a slab. Wait until just before the symbol you want appears on the slab.

Quickly throw the carving. If you've timed it right, the symbol matching the carving you threw will appear just as the carving lands on the slab. Exit and reenter the chamber to reset the puzzle.



NOTE



If you're not able to catch three barrels after five attempts, throwing the switch releases only spike balls. Exit and reenter the chamber to reset the puzzle.

TIP



Because you have a lot of space to move around, try using the Mining Bombs. Usually, a single Mining Bomb will destroy any Graggs that are in the vicinity when it explodes.

WALKTHROUGH

Much like the previous Ancient Guardian, destroying this boss isn't very hard, but it does take time. Remember, he doesn't move very fast, but he does cause boulders to drop from the ceiling by slapping his giant stone palms on the ground. As always, the key to success is to keep moving.

Use the Mining Bomb to tire the Shrine Protector. The Iron Flail also comes in handy here. Watch the floor very carefully. Quickly move out of the way the moment you see the shadows of the falling boulders.

You know the boss is nearly destroyed when he stops moving around the chamber. Remember, however, he does cause the boulders to fall much more rapidly and in much greater numbers. A few well-placed Mining Bombs, and the boss explodes into green flames. You've destroyed the Shrine Protector—but you're not done yet!

THE DESERT TEMPLE

OBJECTIVES

> Defeat the Desert Temple's priest.

ENEMIES

> Graggs

ITEMS FOUND

> Sword
> Long Boots
> Life Vessel

WALKTHROUGH

A barrier opens in the lower left corner of the room. Exit the chamber through the newly opened doorway.

In the center of the next chamber is a switch surrounded by four open shafts. Stand on the left side of the switch to throw it. Two barrels and two spike balls drop from the ceiling.

Quickly move over to the shaft on the lower left. Catch the barrel that drops from the ceiling. You need to catch three barrels.

Place the barrels on three of the four floor switches. You stand on the fourth. A barrier opens on the right side of the room. Exit the chamber.

You emerge inside a maze room. To pass through the maze, you need to jump over holes in the floor and step on floor switches to open the barriers in your path.

If you miss a jump, you fall into the chamber below, which contains six Graggs and six covered urns. Avoid the Graggs. Climb the stairs to reenter the maze room.

There's only one critical path through the maze. You can't take a wrong turn. However, the barriers only stay open for a short time. You must hurry through the open barrier once you've stepped on the floor switch.

You emerge back in the main room of the Desert Temple. A priest is standing in front of the elaborate chair. Eight monks line the room, four to either side.

Talk to the priest. He transforms his monks into Graggs. Destroy the Graggs.

After the Graggs are destroyed, a barrier opens in the lower right corner of the chamber and the priest changes back into the skeleton you talked with earlier. "Bump" the skeleton. Three Treasure Chests drop from the ceiling.

Open the chests to get the Sword, the Long Boots, and the Life Vessel inside. The Sword and the Long Boots automatically replace your old sword and boots in your permanent inventory.

Step on the Teleporter inside the room to the right. You materialize in the desert on the flagstone stage with six columns. With your new boots, it's simply a matter of a few easy jumps to the upper left corner of the desert. Put on the Sand Cape to pass under the low arch. Exit the desert. Return to Inoa.

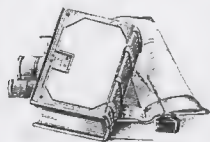


CHAPTER SEVEN



THE COASTAL CAVE

NOTE



If you fall or get pushed into the chamber below, dodge the Zombies and Turtles long enough to walk to the bottom of the chamber. Another slab waits to lift you back to the upper level so you can try again.

NOTE



To reach the Treasure Chest just below you, walk to the far left. Break the stone blocks to expose a ladder. Use the Iron Flail to throw the switch. Leap across the crumbling slabs. Climb the second ladder to the Treasure Chest. Open the chest to get the Herbs inside. From the chest, it's an easy jump up to the exit.

NAVA'S HOUSE AND THE BEACH

OBJECTIVES

- > Locate Nava's house.
- > Locate the entrance to the Coastal Cave.

ENEMIES

- > Turtles
- > Goblins

ITEMS FOUND

- > Small Life Drops
- > Life Drops
- > Gilders
- > Gilded Falcon

WALKTHROUGH

Have your Iron Flail and Mining Bombs loaded in your Equipment Window. You won't be using any other weapons inside the Coastal Cave. Always break open any covered urns, boulders, and stone blocks you find along the way for Life Drops and Gilders.

Talk to Giles and Kline, then head South and West to find Nava's shop on the beach. Just before you reach the merchant's house, you see two tree stumps to your left. There's a Treasure Chest on the other side of the upper tree stump. Use the Mining Bomb to blast the tree stump. Open the chest to get the Gilded Falcon inside.

Talk to Nava, then exit his house. Walk East to the Coastal Cave.

THE COASTAL CAVE

OBJECTIVES

- > Locate the entrance to the Watcher in the Water's chamber.
- > Save the game.

ENEMIES

- > Turtles
- > Zombies
- > Goblins

ITEMS FOUND

- > Small Life Drops
- > Life Drops
- > Gilders
- > Strength Tonic
- > Herbs
- > Keys
- > Merman Boots
- > Gold Bar
- > Gilded Falcon
- > Wonder Essence
- > Life Vessel
- > Strength Elixir
- > Blue Diary

WALKTHROUGH

Inside the cave, break only certain stone blocks to create "stairs" up to the levels you couldn't reach otherwise. Destroy any Turtles you encounter along the way.

Inside the first set of chambers, a Treasure Chest is hidden behind two sets of stone blocks shaped like columns. Open the chest to get the Herbs inside. Grab the pale boulder to use as a step up to the next level.



Inside the chamber with the two floating slabs, jump across from slab to slab to reach a switch in the middle of the chamber. Destroy any Goblins you encounter along the way.

Throw the switch. Two more slabs appear. Use the new slabs to jump up and across to the other side, but don't dawdle. The new slabs crumble to dust a few seconds after you step on them. Stay to the left. Destroy the Goblins waiting for you on the other side.

Once you're on the other side, don't break any of the stone blocks you find in the middle of the chamber. Instead, jump across the stone blocks to reach the exit that opens for you once you throw the second switch.

Grab the stump inside the next chamber. Jump up onto the ledge. Throw the stump onto the spikes. Use the stump to safely jump across the spikes to the Treasure Chest. Open the chest to get the Key inside.

Once you have the key, retrace your steps. Jump down into the chamber with the Zombies and Turtles. Avoid the monsters if you can. Exit through the door at the top of the chamber. The door opens for you automatically because you have the Silver Key.

Break all the stone blocks in the next chamber to reveal four stone archways—three at the top of the chamber, one on the right side. Enter a small antechamber through the top-center archway.

A barrier blocks a set of stairs leading down. You need to activate three jewels to open the barrier. Exit the chamber. Destroy any Turtles you encounter along the way.

Enter the first chamber through the lower archway on the right side of the main chamber. Break the stone blocks. Avoid the spike balls. Grab the covered urn. Stand to the right of the first jewel (see Figure 7-1). Throw the urn at the jewel to activate it. Exit the chamber.



Fig. 7-1: Stand here if you want to hit the jewel with the covered urn.

Enter the second chamber through the upper archway on the left. Destroy the Turtles. An Iron Flail is circling around a column. The second jewel rests atop the column. Use your Iron Flail to break the column. The jewel drops to the ground. Activate the jewel. Exit the chamber.

Enter the third chamber through the upper archway on the right. Destroy the Turtles. Don't break the stone blocks. The third jewel appears once you've destroyed the turtles. Jump up to the jewel using the stone blocks. Activate the jewel. Exit the chamber.

TIP



Don't hit the spikes with your body, or the stump shatters. Exit and reenter the chamber to regenerate the stump.

TIP



There are two pits filled with stone blocks inside the chamber. The pit on the right is harmless, but the pit on the left camouflages a spike ball!

TIP



If the Iron Flail rolls to a stop in front of the exit, don't panic. You can destroy it with several blows from your Iron Flail.



CAUTION!



Be careful not to fall off the wall or the central area. If you do, you have to exit and reenter the chamber to reset the entire puzzle.

Enter the small antechamber through the top-center archway. Exit the antechamber through the newly opened barrier.

Jump on the floating slab. Walk along the top of the wall. Step on the floor switch. Three Turtles drop into the central area. Jump across to the central area. Destroy the Turtles using your Mining Bombs. A second floor switch drops from the ceiling.

Jump across to the wall. Step on the floor switch. Three Lizards drop into the central area. Jump across to the central area. Destroy the Lizards. A third floor switch drops from the ceiling.

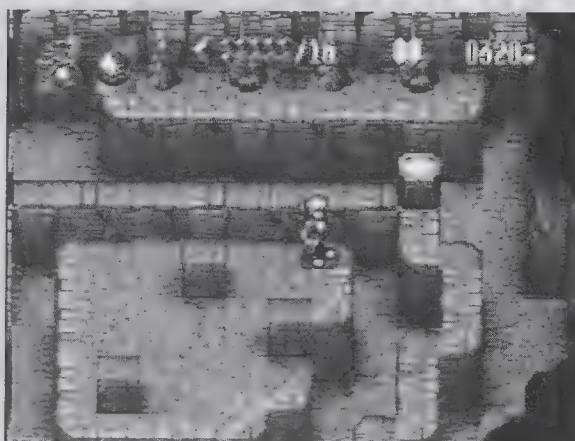


Fig. 7-2: This square between the small columns is your most easily defensible position. From here, it's also very easy to jump to the wall and back again.

Jump across to the wall. Step on the floor switch. Three Lizards drop into the central area. Jump across to the central area. Destroy the Lizards. A fourth floor switch drops from the ceiling.

Jump across to the wall. Step on the floor switch. Three more Lizards drop onto the wall. Destroy the Lizards. A Treasure Chest drops from the ceiling onto a ledge at the top of the room.

Jump across to the ledge. Open the chest to get the Merman Boots inside. The Merman Boots have all the same powers as the Long Boots, plus now you can swim. Use the D Pad plus Δ , $\square$, or $\times$ buttons to swim faster. Retrace your steps in order to return to the chamber with the four archways.

Jump into the water. Swim to the Treasure Chest. Open the chest to get the Herbs inside. Retrace your steps to the chamber where you found the Key.

Grab the stump inside the chamber. Jump up onto the other stumps. Use the stumps to jump across the water to the right. Throw the stump into the water to reach the Treasure Chest. Open the chest to get the Herbs inside. Jump into the water. Exit to the right.

Work your way through the next few chambers until you reach a chamber containing a barrel and a stone catwalk. Destroy any Goblins and Lizards you encounter along the way.

Grab the barrel. Place it in front of the stone catwalk. Jump up onto the stone bridge. Jump onto the floating slab. Jump across to exit the chamber.

Leap across the crumbling slabs to the ledge. Open the Treasure Chest to get the Key inside. Jump straight down from the center point of the ledge.



You land on another, much smaller, ledge. Open the Treasure Chest to get the Gold Bar inside. Jump into the water. Swim to the stairs at the top of the chamber.

Retrace your steps to the chamber with the floating slab. Exit the chamber through the door at the top of the chamber. The door opens for you automatically because you have the Silver Key. Destroy the Goblins.

Step on the floor switch. The barrier blocking the exit lifts for several seconds. Avoid the spike balls. Exit the chamber. Should the barrier close before you can exit, step on the floor switch again.

Work your way through the next few chambers until you reach a chamber containing three Iron Flails circling around three columns. Destroy the Zombies. Avoid the first two Iron Flails. Move to the third Iron Flail closest to the ledge.

Position yourself just outside the arc of the Iron Flail's orbit. Imagine the orbit of the Iron Flail as a clock face. Dash forward as the Iron Flail passes your position. Break the column at the exact moment the Iron Flail is at 8 o'clock. The Iron Flail should roll over next to the ledge.

Grab the barrel hidden behind the stone blocks in the upper left corner of the room. Place the barrel next to the Iron Flail. Use the barrel to jump up onto the Iron Flail. From there, jump to the ledge. Exit the chamber.

Ignore the switch in the middle of the bridge. Break open the stone blocks concealing a second switch. Throw the second switch. Backtrack across the bridge.

Enter the chamber through the newly opened doorway. Destroy the Zombies. Avoid the Iron Flail. Open the Treasure Chest to get the Gilded Falcon inside. Retrace your steps across the bridge.

Break open the stone blocks concealing an archway in the upper right corner of the chamber. Enter the chamber through the newly opened doorway. Destroy the Turtles.

Position yourself just outside the arc of the first Iron Flail's orbit on the upper right side of the chamber. Stand to the right of the Iron Flail. Dash forward as the Iron Flail passes your position. Break the column at the exact moment the Iron Flail is at 9 o'clock. The Iron Flail should roll down next to the ledge along the right wall.

Position yourself just outside the arc of the second Iron Flail's orbit on the lower left side of the chamber. Stand directly above the Iron Flail. Dash forward as the Iron Flail passes your position. Break the column at the exact moment the Iron Flail is at 6 o'clock. The Iron Flail should roll up between the two ledges along the upper wall (see Figure 7-3).

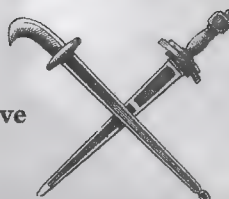




Fig. 7-3: This is how the two Iron Flails should be positioned after you break the columns.

Destroy the Turtle. Exit the chamber by jumping from ledge to Iron Flail to ledge to Iron Flail to ledge.

Jump into the water. Swim to the bottom of the chamber. Avoid the spike balls. Grab the stump. Jump over the stumps and stones to cross the water.

Throw the stump into the water between the last stone and the Treasure Chest. Use the stump to jump across to the chest (see Figure 7-4). Open the chest to get the Wonder Essence inside. Jump into the water. Exit the chamber to the right.



Fig. 7-4

Destroy the Zombies. Don't break the covered urns. Climb up the urns. Jump to the island. Jump from island to island. Grab the stump. Place the stump between the island and the stone blocks. Jump on the stump. Break the stone blocks. Jump to dry land.

Continue breaking the stone blocks to reveal a Treasure Chest hidden in the corner. Open the chest to get the Key inside. Retrace your steps to the chamber with the bridge.

Break open the stone blocks concealing an archway along the bottom wall of the chamber. Enter the chamber through the newly opened archway.

Step on the Teleporter to transport you to a Blue Diary, a Health Rejuvenation Pad, and a Magic Rejuvenation Pad. Save your game.



Return to the Coastal Cave. Walk down to the door. The door opens for you automatically because you have the Key. Open the two Treasure Chests to get the Life Vessel and Strength Elixir inside. Break the stone blocks. Exit the chamber.

Step on the floor switch to activate it. An enormous boulder drops from the ceiling. Jump onto the boulder as it rolls by.

Jump onto the floating slab. Jump back onto the boulder. The boulder drops into a shallow pit. A second boulder drops from the ceiling and lands in front of you. Jump onto the second boulder as it rolls away.

Avoid the spike ball by jumping up onto one of the three small ledges along the upper wall and back again. You must be on the boulder so you can jump up onto the last ledge just before the boulder drops into a second shallow pit.

Activate the floor switch. Jump down to exit the chamber.

The next chamber is filled with water, except for a medium- sized ledge in the upper right corner of the chamber. You see a face in the water. It's time to face the boss—the Watcher in the Water!

THE WATCHER IN THE WATER

OBJECTIVES

➤ Destroy the Watcher in the Water.

ENEMIES

➤ The Watcher in the Water

ITEMS FOUND

➤ None

WALKTHROUGH

Destroying the Watcher in the Water is relatively easy, but very time consuming. You have to wait for the face in the water to form a body that you can strike with your Iron Flail. Meanwhile, you have to avoid the many “arms” of water that the Elemental creates to send after you.

You can destroy the arms, but that's a waste of your time. Only body blows count.

The Watcher in the Water also has a secondary attack in the form of dozens of giant air bubbles that rush out from its body in all directions. Fortunately, the ledge in the upper right corner of the chamber protects you from all of the Watcher in the Water's attacks!

Simply time *your* attack so that you can strike the Elemental's body between *its* attacks. Retreat to the safety of the ledge while the Elemental rages impotently.

Wait for the Elemental to form a body and rest between attacks, then you attack again. Repeat this process over and over until the Watcher in the Water explodes into green flames. You've destroyed the Watcher in the Water!



THE COASTAL CAVE

OBJECTIVES

> Return to Inoa.

ENEMIES

> Turtles
> Killers
> Water Scroll

ITEMS FOUND

> Gilded Falcon

WALKTHROUGH

After a visitation from one of Lar's comrades, two Treasure Chests drop from the ceiling and a Teleporter appears in the water. One Treasure Chest is empty, but the other contains a Water Scroll. Take the scroll. Step on the Teleporter.

You're transported to a chamber near the entrance to the Coastal Cave. Exit the cave. Retrace your steps to Nava's house. Note the Killers in the water now that you have the Merman Boots.

Instead of returning to Inoa, swim around the outside of Nava's shop. Avoid the Killers.

Directly behind Nava's house is a Treasure Chest. Open the chest to get the Gilded Falcon inside. Now you may return to Inoa.



CHAPTER EIGHT



THE QUEST TO SAVE KLINE

TIP



Remember, always visit Yustel, the village fortune teller, to determine your next destination. At 15 Gilders per visit, Yustel's information is an unquestionable bargain. However, if Yustel's shop is closed, simply talk to every villager in Inoa until you're given a clue as to your next task.

NOTE



Be careful while walking around in Kline's nightmare. The snowy ground is slippery enough to affect your movement. You can unintentionally slide right into a spike ball or any other trap!

THE REMAINDER OF THE QUEST

By now, you've played through roughly 25 percent of *Alundra*. You know the ropes when it comes to moving boulders and barrels around to stand on or finding your way through various chambers. You've added the Sword and the Super Boots to your permanent inventory. Essentially, you're an *Alundra* veteran.

Therefore, in line with the procedure I set in Chapters Two and Three, I'm once again reducing the level of detail. From this point until the end of your quest, I will only point out the locations of essential objects and provide solutions to the puzzles.

INOA VILLAGE

OBJECTIVES	ENEMIES	ITEMS FOUND
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> Enter Kline's nightmare.	> None	> None
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TRIGGER KLINE'S NIGHTMARE

Search these three houses, in no particular order:

- > Nadia's house
- > Wendell's house
- > Yustel's house.

INSIDE KLINE'S NIGHTMARE

OBJECTIVES	ENEMIES	ITEMS FOUND
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> Activate both "Seraph" sculptures.	> Slimes	> Blue Diary
> Activate the floor switch in the low arched doorway.	> Gargoyles	> Gilded Falcon
> Locate the entrance to the Soul Leach's chamber.	> Ice Phantoms	> Keys
> Save the game.		> Life Vessel
		> Herbs
		> Strength Tonic

THE THREE HALLWAYS

Step on all three floor switches to open the central barrier.



THE GARDEN SNOW MAZE + A BLUE DIARY

Walk left, down, right, down, right, up, right, and down. Walk straight down to reach the footpath leading to a Teleporter. Step on the Teleporter to transport you to a Blue Diary, a Health Rejuvenation Pad, and a Magic Rejuvenation Pad. Save your game.

THE LOW ARCHED DOORWAY

Take the footpath leading up and to the right.

Puzzle #1

Throw the first switch. Let the boulder roll. Push the ice columns up. Climb the stairs. Use your Iron Flail to throw the second switch. Let the boulder roll. Climb the stairs. Quickly throw the third switch four times. Let the boulder roll. Destroy the Gargoyles. Activate the “Seraph” sculpture.

Puzzle #2 + A Gilded Falcon

Activate all three floor switches. Jump into the shallow pit. A fourth floor switch appears. Activate the fourth floor switch. Climb the stairs in the lower right corner of the chamber. Jump over the hole. Jump across all four columns. Walk around the ledge. Jump across to the Treasure Chest. Open the chest to get the Gilded Falcon inside.

Puzzle #3

Retrace your steps across the four columns. Walk up toward the floor switch. Destroy the Gargoyles. Activate the floor switch, then return to the snow.

THE CENTRAL TOWER

From the low arched doorway outside the previous puzzle, walk left, down, left, and up. Enter the doorway in the wall.

A Key

Jump down from the ledges to reach the Treasure Chest. Open the chest to get the Key inside. Avoid the spike balls while climbing back up to exit through the doorway.

THE RIGHT TOWER

From the central tower, walk right, up, right, down, and right.

Puzzle #1

There are three ice columns in the chamber. The first column on the lower left is Number One. The column on the upper right is Number Two. The column on the lower right is Number Three.

Push Number One straight up onto the first floor switch. Push Number Two up, left, and up onto the second floor switch. Push Number Three straight up onto the third floor switch. Step on the fourth floor switch. A barrier opens. Climb the stairs to exit the chamber.

Puzzle #2

Destroy the Gargoyles. Clockwise from the upper left corner nearest the stairs, the ice columns are numbered One through Five. Push the ice columns to cover five of the six floor switches in the following order:

TIP



You can tell where a Gargoyle is going to appear either by watching for the Gargoyle's silhouette to materialize before it does, or by watching the ground for the Gargoyle's shadow.

Listen for a faint crunching sound to indicate the Gargoyle is about to discharge deadly tentacles from its fat belly at you. Step out of the way to avoid being hit.

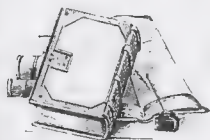
CAUTION!



Be careful when you're fighting monsters in a chamber with ice columns. One hit from your Iron Flail will shatter an ice column! Exit and reenter the chamber to reset the puzzle.



NOTE



From the center of the ledge along the top of the wall, you can jump across to a ladder that grants you access to a footbridge connecting all three towers. However, access to the other two towers is currently blocked from the footbridge. Retrace your steps through the right tower. You need to use the main door to enter the left tower.

- Push Number Four up and left.
- Push Number Five up.
- Push Number One right.
- Push Number Three up, right, and down.
- Push Number Two up.

Step on the sixth floor switch. A barrier opens. Don't exit the chamber yet. Climb the steps up onto the dais. Jump on the middle slab three times. Drop through the hole.

Puzzle #3 + A Life Vessel

From the central area, jump right across the floating slab to the switch. Drop a Mining Bomb on the switch. Quickly jump across the floating slabs to the central area. The Mining Bomb throws the switch when it explodes. Jump left across the floating slab to the Treasure Chest. Open the chest to get the Life Vessel inside. Return to the room above and exit through the now open barrier.

Puzzle #4

There are three ice columns in the chamber. The first column on the upper left is Number One. The column on the upper right is Number Two. The column on the lower right is Number Three. Push Number Two down, left, up, and right. Exit the chamber.

Puzzle #5

Clockwise starting with the Ice Column along the northern wall, the ice columns are numbered One through Eight. Push the ice columns to cover the single floor switch in the following order:

- Push Number Five up.
- Push Number Three left.
- Push Number One left.
- Push Number Eight right and up.
- Push Number Five up and left.
- Push Number Two up.
- Push Number Six up and right.
- Push Number Four up, left, up, and right.

A floating slab appears. Jump across the floating slab to the Treasure Chest. Open the chest to get the Key inside.

THE LEFT TOWER

If your progress seems blocked, remember you can walk through the plants and jump over the huge ice crystals.

Puzzle #1

The objective is to move from clear area to clear area. Step on the squares in the following order:

- Along the left row of squares, in the upper left corner, step on the square pointing left.
- Jump down, over the square below you, to the next clear area.
- Step on the square pointing left.
- Step on the square pointing up in the upper left corner.
- Step on the next square pointing up in the upper left corner.
- Step on the square pointing right along the right row of squares.



- Step on the square pointing down along the bottom row of squares.
- Step on the square pointing right along the top row of squares.
- Step on the square pointing up along the right row of squares.
- Step on the square pointing left along the top row of squares.

Destroy the Ice Phantoms. Push the ice column onto one floor switch. Stand on the other floor switch to activate it. A barrier opens. Climb the stairs to exit the chamber.

Puzzle #2

There are three ice columns in the chamber. From left to right, the ice columns are numbered One through Three. Push Number One right, up, and right. Push Number Two right and down. Push Number Three right. Climb the ladder. Jump across to the floating slab. Jump across the columns to reach the stairs. Exit the chamber.

Puzzle #3

There is a floor switch in the upper right corner of the chamber. Activate the first floor switch to cause a second floor switch to appear briefly. Activate the second floor switch to cause a third floor switch to appear briefly. Continue until 10 switches have appeared and been activated. A barrier opens. Exit the chamber.

Avoid the spike balls. If you get hit just once, you lose too much time to reach the next floor switch. Exit and reenter the chamber to reset the puzzle.

Puzzle #4 + A Key

Destroy the Ice Phantoms. Push the first ice column to the left. Jump from the step to the column. Jump to the ledge. Push the second ice column up. Activate the floor switch. Walk across the squares to the floating slab (you're allowed to travel in a direction opposite that of the arrows).

Quickly run down and jump from the center of the floating slab to the Treasure Chest below. Open the chest to get the Key inside. Return to the chamber you just departed. Walk down and left. Exit the chamber.

THE CENTRAL TOWER

Take the footbridge to the central tower.

Puzzle #1

The three barriers open for you automatically because you have the three Keys.

Puzzle #2 + Herbs + A Strength Tonic

Destroy the Ice Phantoms. Avoid the spike ball traps. Jump across the squares, regardless of the direction of the arrows. Climb the stairs. Jump across the squares toward the second landing. Halfway across, jump down to the Treasure Chest. Open the chest to get the Herbs inside.

Jump down and retrace your steps to the second landing. Climb the stairs. Jump across the squares toward the third landing. Climb the stairs. Jump across the squares to the ledge. Jump down and climb up the ladders. Jump across the ledges to the Treasure Chest. Open the chest to get the Strength Tonic inside. Exit the chamber.

Puzzle #3

Activate the "Seraph" sculpture. A barrier opens. Exit through the newly opened barrier to face the boss, the Soul Leach.

TIP



You can tell where an Ice Phantom is going to appear by watching the ground for the Ice Phantom's shadow.



THE SOUL LEACH

OBJECTIVES

- > Destroy the Soul Leach.

ENEMIES

- > The Soul Leach
- > Slimes

ITEMS FOUND

- > Life Drops

WALKTHROUGH

The Soul Leach spews Slimes into his chamber. Destroy the Slimes as best you can for Life Drops, but make sure you're able to access your Herbs and Tonics within a split second. You're going to need all the healing power you can muster to beat this boss.

Keep your eye on the Soul Leach. It repeatedly tries to suck you, Kline, and any unlucky Slimes in the area into its mouth-like belly orifice. Therefore, always keep moving. Do your best to keep yourself and Kline away from the Soul Leach. *You* take any damage inflicted on Kline.

Stand between Kline and the Soul Leach whenever necessary to protect Inoa's hunter. Try to drive Kline away from the Soul Leach, down to the bottom of the chamber.

Remember: *You need to target the extremely sensitive interior of the Soul Leach's mouth-like orifice!* You can damage the Soul Leach plenty with your Iron Flail. Stand off to one side, and lash out at the boss when its orifice is open. The boss can't suck you in quite as easily when it's taking damage. Unfortunately, you can't damage the Soul Leach nearly as much with your Sword because of how close you must stand to the boss to inflict any damage.

Another way of damaging the interior of boss's mouth-like orifice requires the Soul Leach to suck in *two* Mining Bombs. You can tell you've damaged the boss when you spot small green flames spurting from its orifice. Always try to have Mining Bombs ready to throw (when you're not replenishing your health).

After you inflict a certain amount of damage on the Soul Leach, you're pulled out of Kline's nightmare and returned to Inoa.

THE WEREWOLF KLINE

OBJECTIVES

- > Destroy the Werewolf Kline.

ENEMIES

- > The Werewolf Kline

ITEMS FOUND

- > None

WALKTHROUGH

The Werewolf Kline has a devastating charge attack, but compared to the Soul Leach, this boss is an easy target. Destroy the Werewolf Kline by continually stepping off to one side, away from whichever direction the Werewolf Kline is facing. Lash out with your Iron Flail. Step to one side to avoid the charge attack. Lash out again. Step to one side. Repeat the process until you've destroyed the Werewolf Kline.

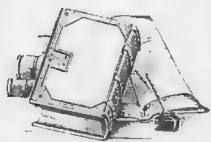


CHAPTER NINE



THE LAIR OF REPTILICUS MAXIMUS

NOTE



FIGHTING THE LIZARDMEN

The Lizardmen are among the toughest monsters you must face in *Alundra*. Not only do Lizardmen possess a superior AI (Artificial Intelligence), with the ability to dodge attacks and jump to heights you can't reach, but they nearly always attack in large groups. Moreover, their groups are usually composed of at least two or three different breeds.

The first breed is the regular scimitar-wielding Lizardman. This breed has no ranged attack. However, this breed can block your attacks. If you hear a metallic ringing sound as you're striking out at this type of Lizardman, it's because he's blocking your attack with his scimitar.

The next two breeds don't block your attacks, but they do possess some fairly substantial ranged attacks. The second breed is the spear-throwing Lizardman. He can nail you from a good distance away. The third, and most vile, breed is the acid-spitting Lizardman. Avoid the pools of crud the acid-spitting Lizardmen vomit up.

Generally, the best way to destroy most Lizardmen is from a distance. Use your Hunter's Bow, Iron Flail, and Mining Bombs. The Lizardmen also have a peculiar habit of turning their backs on you, however briefly. Use this to your advantage. Fortunately, the Lair of the Reptilicus Maximus also has plenty of grass, hiding numerous Life Drops. You'll need 'em!

INOA VILLAGE

OBJECTIVES

> Talk with Jess.

ENEMIES

> None

ITEMS FOUND

> Hunter's Bow

JESS'S HOUSE

Talk with Jess to get the Hunter's Bow.

THE LAIR OF REPTILICUS MAXIMUS

OBJECTIVES

- > Locate the entrance to the Lair of the Reptilicus Maximus.
- > Locate the entrance to the Reptilicus Maximus's cavern.
- > Save the game.

ENEMIES

- > Sludges
- > Lizardmen
- > Slimes
- > Fire Phantoms

ITEMS FOUND

- > Gilded Falcons
- > Strength Tonics
- > Gold Bar
- > Herbs
- > Keys
- > Blue Diary
- > Life Vessel

THE SOUTHEAST LAKE

Walk out Inoa's Southern gate. Walk right, down, and right to the Southeast Lake. Use your Sword to destroy the Sludges and the Lizardmen.

A Gold Bar + A Strength Tonic + A Gilded Falcon

There is a Treasure Chest on a ridge along the left side of the lake. Open the chest to get the Gold Bar inside.

There are two more Treasure Chests, each within easy jumping distance, on two small islands in the lake. Open the chest on the lower island to get the Gilded Falcon inside. Open the chest on the upper island to get the Strength Tonic inside.

From the upper island, use the Hunter's Bow to shoot the glowing green sphere resting atop a pedestal to the left. The sphere turns orange. The Reptilicus Maximus sculpture moves away from a flight of stairs leading down.

THE LAIR OF THE REPTILICUS MAXIMUS

Climb down the stairs previously hidden by the Reptilicus Maximus sculpture.

Puzzle #1 + A Strength Tonic + Herbs

Swim down to the shallow water at the bottom of the main cavern. Open the Treasure Chest to get the Strength Tonic inside.



Swim up and right to shallow water, where you find two small wooden scaffolds. Jump up onto the scaffold on the left.

Jump up onto the lowest floating slab. Jump up onto the middle floating slab. Jump up onto the highest floating slab. Jump onto the ledge with the Treasure Chest and the switch. Open the chest to get the Herbs inside. Throw the switch. A barrier opens below you.

Puzzle #2 + Herbs

Jump up onto the lowest floating slab. Jump up onto the middle floating slab. Jump up onto the wooden scaffold near the bottom of the cavern. Exit the main cavern.

Puzzle #3

Destroy the four Lizardmen to open the barrier.

Puzzle #4

Avoid the spikes. Grab the pale boulder. Jump from the shallow water on the right to the first scaffold. Continue jumping from scaffold to scaffold. Approach the ledge with a switch on it. Place the pale boulder so it hangs over the edge of the last scaffold. Jump up onto the boulder. Jump across to the ledge. Throw the switch. Avoid the spike balls. Avoid the spikes. Exit the cavern.

Puzzle #5

Once inside the sculpture room, destroy the five activated Lizardmen. Throw the switch. A barrier opens. Exit the cavern.

Puzzle #6

Destroy all Lizardmen and the three Lizardman sculptures to prevent more Lizardmen from activating. A barrier opens to the right. Exit the cavern.

Puzzle #7 + Herbs + A Key

Open the Treasure Chest at the top of the cavern to get the Herbs inside. Destroy all Lizardmen and the three Lizardman sculptures to prevent more Lizardmen from activating.

Break one stone block to the right of the Treasure Chest. Jump up onto the stone block. Jump up onto the ledge. Open the Treasure Chest to get the Key inside. Retrace your steps to the main cavern. Avoid the Lizardmen you encounter along the way.

Puzzle #8 + A Strength Tonic

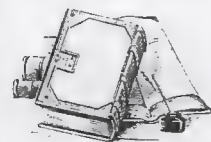
Swim up and right to shallow water, where you find the two small wooden scaffolds. Jump up onto the scaffold on the left side. Continue jumping from scaffold to scaffold. Approach the ledge on the left side of the main cavern. Walk around behind the waterfalls. Destroy the Lizardmen. The barrier opens for you automatically because you have the Key. Exit the main cavern.

Puzzle #9 + Herbs

Open the Treasure Chest to get the Herbs inside. Use your Iron Flail to break the columns. Clear a path to the edge of the water. Jump across to the other ledge.

There are two rows of three Lizardman sculptures each. Use your Hunter's Bow to destroy the two middle sculptures. Destroy the Lizardmen. A barrier opens. Exit the cavern.

NOTE



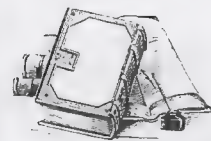
Puzzle #2—
Use the Mining Bombs to blow up the pile of rocks just before the exit. Open the Treasure Chest to get the Herbs inside. If you make it past the Slimes, the cargo net takes you back to the Southeast Lake.

TIP



Puzzle #3—Avoid the three Lizardmen sculptures along the right side of the cavern. The sculptures activate if you approach too closely. You are forced to destroy the three additional Lizardmen to open the barrier.

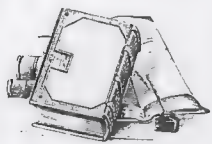
NOTE



Puzzle #3—
Don't forget—switch back and forth between your Sword, your Iron Flail, and your Hunter's Bow!

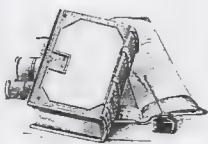


NOTE



Puzzle #8—Jump down to the small wooden scaffold just before the exit. Open the Treasure Chest to get the Strength Tonic inside. Retrace your steps back through the main cavern to the exit.

NOTE



Puzzle #15—If you walk left, up the wooden steps, and down between the two Lizardmen sculptures, you see a plain Teleporter. Step on this Teleporter to transport you to the earlier cavern with two Teleporters—one purple, one plain.

Step on the purple Teleporter to be transported to the Blue Diary, the Health Rejuvenation Pad, and the Magic Rejuvenation Pad. Save your game. Return to the cavern.

Now, step on the plain Teleporter to return to the previous cavern.

Hurry past the Lizardmen sculptures. Exit the cavern through the newly opened barrier.

Sometimes you must use your Iron Flail to break stone blocks to make steps. The stone blocks you find in the caverns also sometimes hide Gilders and Life Drops.

Destroy the Lizardman sculptures from a distance using the Hunter's Bow. Although you can destroy the Lizardmen using the Hunter's Bow, it takes a *long* time!

Puzzle #10 + A Blue Diary

The eight Lizardman sculptures slowly throb with a radiant green energy when you approach. They will throb *only nine times*. You can use your Iron Flail to destroy a sculpture, but only when it's green.

Stand *directly in front* of each sculpture in turn. Jump up into the air. Lash out with your Iron Flail to destroy the sculpture. Quickly move on to the next sculpture. Exit and reenter the cavern to reset the puzzle.

Destroy the last sculpture and a barrier opens to reveal a flight of stairs leading down to two Teleporters. Enter the next cavern.

Step on the purple Teleporter to transport you to a Blue Diary, a Health Rejuvenation Pad, and a Magic Rejuvenation Pad. Save your game. Return to the cavern. Exit the cavern.

Puzzle #11

Use your Hunter's Bow to destroy the two Lizardmen sculptures. You emerge far enough away from the sculptures so they won't activate. If they do, destroy the Lizardmen. A barrier opens. Exit the cavern.

Puzzle #12

Jump up on the wooden scaffolds to avoid the Fire Phantoms while negotiating the maze.

Puzzle #13 + A Strength Tonic

Open the Treasure Chest to get the Strength Tonic inside. Hurry past the Lizardmen sculptures. Exit the cavern. Note the blocked doorway at the bottom of the steps.

Puzzle #14 + A Life Vessel

Cross the first wooden bridge. Enter the bottommost circle of four Lizardmen sculptures. Step on the floor switch to activate it. Destroy the four Lizardmen.

Jump up onto the pedestal nearest the left wall. Jump up onto the ledge. Walk around the ledge. Cross the second wooden bridge. Open the Treasure Chest to get the Life Vessel inside. Throw the switch. A floating slab appears.

Retrace your steps to the Lizardmen sculptures. Jump up onto the floating slab. Jump across to the ledge. Exit the cavern.

Puzzle #15 + A Blue Diary

Clockwise from the upper right corner of the cavern, the Lizardmen sculptures are numbered One through Eight. Use your Hunter's Bow to destroy sculptures Two, Four, and Six *without* getting close enough to activate them.

Jump up onto the upper pedestal nearest the right wall. Jump up onto the ledge. Step on the floor switch to activate it. A second floor switch appears.

Jump up onto the lower pedestal nearest the bottommost wall. Jump up onto the stone blocks. Jump across onto the Lizardman sculpture. Jump across onto the ledge. Step on the second floor switch to activate it. A barrier opens to the right. A step appears between two Lizardmen sculptures to the left. Exit the cavern to the right.



Puzzle #16

Break the stone blocks to reveal a floor switch. Step on the floor switch to activate the eight Lizardmen sculptures. Destroy the Lizardmen to reopen the barrier.

Although Mining Bombs clear the cavern quickly, you may want to have plenty of health power-ups readied in your Equipment Window instead. Exit the cavern through the reopened barrier.

Puzzle #17

Run past the eight Lizardmen sculptures to activate them. Destroy the Lizardmen to open the barrier. Exit the cavern through the newly opened barrier.

Puzzle #18

Clockwise from the upper left corner of the cavern, the Lizardmen sculptures are numbered One through Eight. Use your Hunter's Bow to destroy sculptures Two, Four, and Seven. Destroy the Lizardmen to open the barrier.

Jump up onto the upper pedestal nearest the right wall. Jump up onto the stone blocks. Jump across onto the ledge. Exit the cavern.

Puzzle #19

Use the Iron Flail to throw the first switch. This activates a floating slab. Jump onto the floating slab. Stand at the lower edge of the slab. Use the Iron Flail to throw the second switch. This activates another floating slab. Jump onto the second floating slab. Jump across onto the ledge. Note the Reptilicus Maximus sculpture to the right. Exit the cavern.

Puzzle #20 + A Gilded Falcon

Swim past the spike balls to the shallow water. Jump up onto the stone block. Jump up onto the two stone blocks. Jump across onto the ledge. Jump across onto the first set of three stone blocks. Jump across onto the second set of three stone blocks. Jump down onto the wooden scaffold. Step on the floor switch to activate it. A barrier opens.

Swim to the shallow water. Jump up onto the stone block. Jump up onto the two stone blocks. Jump across onto the ledge. Open the Treasure Chest to get the Gilded Falcon inside. Exit the cavern.

Puzzle #21

From left to right, the Lizardmen sculptures are numbered One through Seven. Use your Hunter's Bow to destroy sculpture Four. Destroy the Lizardmen.

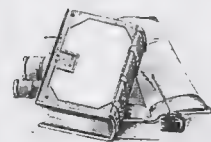
Use the Mining Bombs to destroy the Reptilicus Maximus sculpture. Retrace your steps to the spike pit cavern.

Puzzle #22

The previous Reptilicus Maximus sculpture is also destroyed, allowing you access to the next cavern. Step on the Health Rejuvenation Pad to restore your health.

From top to bottom, left to right, the Lizardmen sculptures are numbered One through Thirteen. Approach sculptures Four, Seven, Eight, and Thirteen in turn to activate them. Destroy the Lizardmen to open the path through the sculptures. Exit the cavern. An explosion seals the cavern behind you.

NOTE



Puzzle #19—Should you fall, or get knocked, into the spike pit, don't panic! You've already taken some damage, and you're flashing. Quickly run up to the low ledge at the top of the cavern. Climb out of the spike pit before you stop flashing.





Puzzle #23 + A Key

Throw four Mining Bombs at the crack in the center of the upper wall, between the two Lizardmen sculptures. Destroy the 10 Lizardmen that enter the cavern through the newly opened breach. Open the Treasure Chest to get the Key inside. Retrace your steps to the cavern with the blocked doorway (the cavern before the cavern with the two wooden bridges).

Puzzle #24

The door opens for you automatically because you have the Key. Step on the Health Rejuvenation Pad to restore your health. Enter the Reptilicus Maximus's cavern to the left.

THE REPTILICUS MAXIMUS

OBJECTIVES

> Destroy the
Reptilicus Maximus.

ENEMIES

> The Reptilicus
Maximus
> Lizardmen

ITEMS FOUND

> None

WALKTHROUGH

The Reptilicus Maximus has only a jumping attack. Try to leap up into the air before the Reptilicus Maximus lands on the ground to avoid being temporarily immobilized.

The Lizardmen sculptures generate an endless supply of Lizardmen. You can't destroy the sculptures. Therefore, try to avoid the Lizardmen as much as possible and concentrate only on destroying the Reptilicus Maximus. If you don't inflict enough damage on the Reptilicus Maximus fast enough, eventually he heals himself!

Use the Hunter's Bow to launch continuous attacks from a distance. It takes a long time to wear down the Reptilicus Maximus, but you can continue to inflict damage while you avoid the Lizardmen. Race from the top of the cavern, attack, race to the bottom of the cavern, attack, and so on.

You also can use the Iron Flail to repeatedly strike the Reptilicus Maximus up close, but watch out for the Lizardmen. You don't want to be caught dead in the middle of a raging horde of Lizardmen. Try to keep a clear area around you. Make liberal use of the Mining Bombs.

Inflict enough damage fast enough, and the Reptilicus Maximus and the Lizardmen explode in green flames. You've destroyed the Reptilicus Maximus!



THE LAIR OF REPTILICUS MAXIMUS

OBJECTIVES	ENEMIES	ITEMS FOUND
> Locate the exit to the Lair of the Reptilicus Maximus.	> Slimes > Sludges > Lizardmen	> Sapphire Crest > Fire Scroll > Herbs (if not already acquired) > Gilded Falcon > Life Vessel

THE REPTILICUS MAXIMUS'S CAVERN

Two wooden steps appear, one up to the ledge on the left, one up to the ledge on the right. Walk up to the ledge on the left.

A Sapphire Crest + A Fire Scroll + Herbs

Walk up to the two Treasure Chests. Open the chests to get the Sapphire Crest and the Fire Scroll inside. Walk down to the Health Rejuvenation Pad. Step on the Health Rejuvenation Pad to restore your health.

Step on the Teleporter to transport you to the small cavern just outside of the main cavern, where originally you'd have had to use the Mining Bombs to blow up the pile of rocks just before the exit.

Open the Treasure Chest to get the Herbs inside (if you haven't done so already). Hurry past the Slimes. The cargo net takes you back to the Southeast Lake.

THE SOUTHEAST LAKE

Avoid the Sludges and Lizardmen you encounter along the way.

A Gilded Falcon + A Life Vessel

Walk down and left across a small pond. Open the Treasure Chest to get the Gilded Falcon inside. From the chest, walk right across the small pond, down, and left to a second Treasure Chest immediately below you. Open the chest to get the Life Vessel inside. Now you may return to Inoa.





CHAPTER TEN



THE QUEST TO SAVE GILES

INSIDE GILES'S NIGHTMARE

OBJECTIVES

- > Locate the entrance to the Soul Leach's chamber.
- > Save the game.

ENEMIES

- > Slimes
- > Golems
- > Ice Phantoms
- > Thing
- > Gargoyles
- > Fire Phantom

ITEMS FOUND

- > Herbs
- > Blue Diary
- > Gilded Falcon
- > Wonder Essence
- > Life Vessel
- > Gold Bar

INSIDE GILES'S NIGHTMARE

Walk over to Giles's house to enter his nightmare.

Puzzle #1

Enter the chamber through the low archway. A barrier slams shut behind you. Avoid the circling spike ball. Destroy the four Slimes that appear. Destroy the four Golems that appear next. Destroy the four Ice Phantoms that appear after the Golems.

A false Treasure Chest drops from the ceiling. Approach the chest to activate it. Destroy the Thing. Step on the floor switch to activate the floor switch. The barrier opens. Exit the chamber. Return to the entrance.

Puzzle #2

Climb down the previously hidden steps. Destroy the Slime. A covered urn drops from the ceiling. Quickly jump up onto the covered urn. Jump across to the ledge.

You're allowed to travel in a direction opposite that of the arrows if you jump instead of walk. There's also a walkway without arrows hidden from view along the bottom wall.

Step on the floor switch to activate it. Exit the chamber.

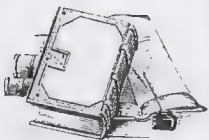
Puzzle #3 + Herbs

Destroy any Ice Phantoms you encounter. Push the first pile of stone blocks up into the gap. Jump across to the ledge. Walk up and right. Push the second pile of stone blocks right into the gap. Jump across to the ledge. Jump down to the ledge below you. Jump down again. Push the third pile of stone blocks right into the gap. Jump across to the ledge. Push the fourth pile of stone blocks up into the gap. Jump across to the ledge. Exit the chamber.

Puzzle #4 + Herbs

Destroy any Ice Phantoms you encounter. Walk up to stand on the left side of the Teleporter. You may step on the Teleporter at any time to transport you to a Blue Diary, a Health Rejuvenation Pad, and a Magic Rejuvenation Pad. Save your game as necessary.

NOTE



Puzzle #3—If you fall into the chamber below, avoid the spike pits. Hop from column to column until you reach the safety of the steps in the lower left corner of the chamber. The two Treasure Chests in the chamber contain Herbs.



Step down between the two rows of stalagmites to the left. Turn South to face the pile of stone blocks. Hit the blocks with your Iron Flail. Quickly walk around and down to stand on the dark boulder. Jump across to the pile of stone blocks. Jump across to the Treasure Chest. Open the chest to get the Herbs inside. Repeat this procedure to get the Herbs on the right side of the chamber.

Puzzle #5 + Herbs

Walk up to stand just below the Teleporter. Face the pile of stone blocks to the left. Hit the blocks with your Iron Flail. Quickly walk around and up to the stone blocks. Jump across to the ledge.

Jump up in the air. Throw the switch with the Iron Flail.

You drop into another, different chamber below. You can jump over to the Treasure Chest without a barrel. Open the chest to get the Herbs inside.

Use the first barrel to reach the second barrel. Use the second barrel to reach the Teleporter. Step on the Teleporter to exit the chamber. If you fall into the spike pit, quickly run to the bottom of the chamber and jump up onto the Teleporter.

Puzzle #6

Walk up to stand just below the Teleporter. Face the pile of stone blocks to the right. Hit the blocks with your Iron Flail. Quickly walk around and up to the stone blocks. Jump across to the ledge. Jump up in the air. Throw the switch with the Iron Flail. A barrier opens. Quickly walk left to the stone blocks. Jump up to the upper ledge. Walk up and left. Exit the chamber through the arched doorway.

Puzzle #7

Destroy the four Ice Phantoms to exit the chamber.

Puzzle #8

There are eight inactive purple spheres inside the chamber. Walk up to the glowing sphere. Use your Hunter's Bow to activate the first sphere. A second sphere begins glowing. Use your Hunter's Bow to activate the second sphere. A third sphere begins glowing. Continue until all eight spheres have been activated. A Teleporter appears. Step on the Teleporter to exit the chamber.

Puzzle #9 + Herbs

Do not walk *in front* of the stone faces. Walk behind the stone face on the left first. Jump into the hole. Destroy the Gargoyles.

Two covered urns drop from the ceiling directly in front of two Treasure Chests. Jump up to the Treasure Chests. Open the chests to get the Herbs inside.

Use your Iron Flail to throw the switch hidden inside the grass to the left. A barrier opens. Quickly walk through the newly opened barrier. Step on the Teleporter to exit the chamber.

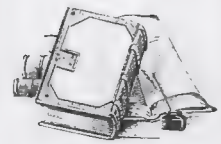
Puzzle #10

Jump into the cubbyholes on either side of the steps to avoid the boulders.

Puzzle #11

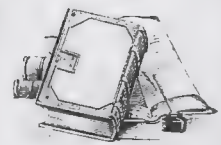
Clockwise, from the upper left corner of the chamber, the purple spheres are numbered One through Four. Use your Hunter's Bow to activate the spheres in the following order: One, Three, Four, Two. Two barriers open and a covered urn drops from the ceiling to land directly in front of a large crystal.

NOTE



Puzzle #5—If you fall into the chamber below, quickly run right to avoid the spike ball traps. Throw the switch. Step on the Teleporter to exit the chamber.

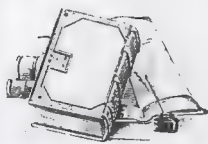
NOTE



Puzzle #5—If you fall into the second chamber below, destroy the Ice Phantoms to expose a Teleporter. Step on the Teleporter to exit the chamber.



NOTE



Puzzle #11—After your jump, you should land on a ledge with a second crystal. There is a Treasure Chest on a ledge across another hole. If you miss the ledge, you fall into the chamber below with the two Treasure Chests and the four Gargoyles.

Grab the crystal. Quickly walk left through the newly opened barriers. Avoid the spike ball trap. Jump over the dark boulder on the right to stand next to the pedestal. Place the crystal atop the pedestal. A hole appears in front of the crystal. From the right side of the hole, jump into the opening while holding **←** on your D Pad.

Puzzle #12 + A Gilded Falcon

Grab the second crystal. Jump down and right, *diagonally*, across the hole to the bottom ledge. Jump up and right, *diagonally*, across the hole to the right ledge. Carefully, put the crystal down. Open the Treasure Chest to get the Gilded Falcon inside. Grab the crystal. Jump up onto the very top of the Treasure Chest. Jump across to the ledge on the right.

Puzzle #13

Do not walk *in front* of the stone faces. Still carrying the crystal, walk behind the stone face on the left. Walk behind the stone face on the right. Avoid the spike ball traps. Enter the next chamber.

Jump over one of the two dark boulders to stand next to the pedestal. Place the crystal atop the pedestal. A hole appears in front of the crystal. Jump into the hole.

Puzzle #14

Destroy the four Slimes that appear. Destroy the four Ice Phantoms that appear next. A crystal appears. Grab the crystal. Jump over one of the two dark boulders to stand next to the pedestal. Place the crystal atop the pedestal. A hole appears in front of the crystal. From the bottom of the hole, jump into the opening while holding **↑** on your D Pad.

Puzzle #15

Destroy the two Gargoyles. The Fire Phantom disappears. The barrier reopens. Exit the chamber. From the bottom of the ledge, jump into the void while holding **←** on your D Pad.

Puzzle #16 + A Wonder Essence

Use your Bombs to destroy the pile of rocks blocking the doorway. Enter the chamber. Open the Treasure Chest to get the Wonder Essence inside. Exit the chamber.

Puzzle #17 + A Life Vessel

Quickly negotiate the maze before the Treasure Chest rises up into the air. Open the chest to get the Life Vessel inside. Exit the chamber.

Puzzle #18

From left to right, top to bottom, the floor switches are numbered One through Sixteen. Activate these four floor switches in the following order: 8, 15, 9, 2. A barrier opens. Exit the chamber through the newly opened barrier.

Puzzle #19

Destroy the Golems. Enter the next chamber through the door on the left.

Step on the first floor switch to activate it. A second floor switch appears. From the first floor switch, jump across to the ledge. Use the second ledge and the two rock formations as steps. Quickly step on the second floor switch to activate it. A third floor switch appears. Very quickly step on the third floor switch to activate it. A barrier opens. Walk through the newly opened barrier.



Avoid the descending spike bed traps. Jump from ledge to ledge. Jump into the narrow central hole.

Puzzle #20

Grab the crystal. Toss the crystal onto the lower floor. Destroy the Golems. A barrier opens. Grab the crystal. Walk through the newly opened barrier. Avoid the spike balls. Stand next to the pedestal. Place the crystal atop the pedestal. A hole appears in front of the crystal. Step on the left Teleporter to exit the chamber.

Puzzle #21 + A Gold Bar

Destroy the Golems. A Treasure Chest drops from the ceiling. Open the chest to get the Gold Bar inside. Step on the Teleporter to exit the chamber.

Puzzle #22 + Herbs

Jump into the hole. Climb down the steps. Avoid the fireballs spit out by the metal bird-head sentinel. The fireballs travel only directly North, South, East, and West.

Destroy the Golems (stand on the last step and use your Iron Flail). A barrier opens beneath the steps. Walk through the newly opened barrier. Pick up the plant and throw it. Ordinarily, Herbs is produced when you throw this type of plant.

Reenter the previous chamber. Destroy the Ice Phantoms. A second barrier opens. Exit the chamber through the newly opened barrier.

Puzzle #23

Approach the two Gargoyle sculptures at the top of the chamber to activate the six Gargoyles along right and left walls. Destroy the Gargoyles. A barrier opens. Walk through the newly opened barrier.

Walk up the long passageway. Talk with Giles. It's time to face the boss, the Soul Leach you fought in Kline's nightmare!

THE SOUL LEACH

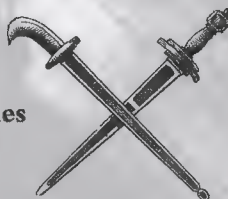
OBJECTIVES	ENEMIES	ITEMS FOUND
> Destroy the Soul Leach.	> The Soul Leach > Slimes	> None

WALKTHROUGH

As before, the Soul Leach repeatedly tries to suck you, Giles, and any Slimes in the area into its mouth-like belly orifice. However, you must keep a much closer eye on the Soul Leach this time.

If the Soul Leach manages to suck Giles into its orifice, you lose *all* of your health instantly. Do everything in your power to keep Giles away from the Soul Leach.

You *must* stand between Giles and the Soul Leach to protect the Inoan villager. As before, try to drive Giles away from the Soul Leach, down to the bottom of the chamber.



It's actually preferable for you to allow yourself to get sucked into the Soul Leach's orifice instead of Giles. You take less damage that way. Once again, make sure you can access your Herbs and Tonics within a split second. Destroy the Slimes as targets of opportunity to get Life Drops.

Have your Bombs ready to throw. Damaging the boss requires the Soul Leach to suck *three* Bombs into its orifice this time. You can still damage the Soul Leach with your Iron Flail. Unfortunately, you still can't damage the Soul Leach very much with your Sword. But...these aren't all the weapons you have in your arsenal this time, are they?

That's right! The Hunter's Bow is the *perfect* ranged attack weapon, able to deliver several strikes in a row from far away. *Three hits* are all it takes to force the Soul Leach to shut its orifice.

If you stand near the lower third of the boss's chamber, you should be able to deliver three hits before you get sucked in. Fall back to the lower third, and repeat until the boss is destroyed. You should use the Hunter's Bow almost exclusively for this encounter.

After you inflict a certain amount of damage on the Soul Leach, it explodes in gouts of green flame. You've destroyed the Soul Leach!



CHAPTER ELEVEN

THE MAGYSCAR CAVERNS



THE MAGYSCAR

OBJECTIVES

- > Locate the entrance to the Magyscar Caverns.

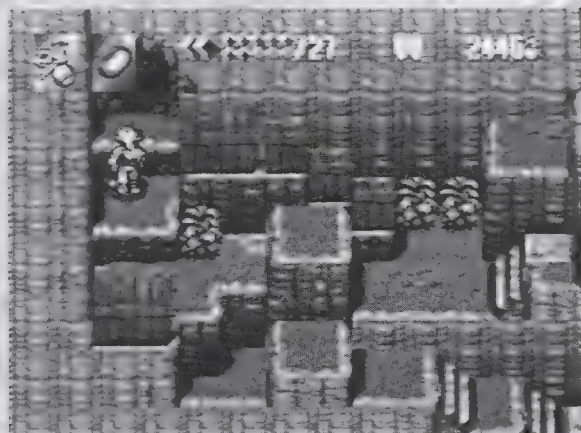
ENEMIES

- > Slimes
- > Pukus

ITEMS FOUND

- > None

THE MAGYSCAR



Climb up the steps cut into the mountain behind Olen's ravaged house. The structure you're looking for—the Magyscar—is to the far North (see figure 11-1). Destroy any Slimes and Pukus you encounter along the way.

Stand above the Magyscar, near the candles along the upper wall. Jump up into the air. Use your Iron Flail to strike the crack in the wall, creating a hole.

Fig. 11-1: The entrance to the Magyscar.

THE MAGYSCAR CAVERNS

OBJECTIVES

- Locate the entrance to the Corpse Worm's chamber.
- Save the game.

ENEMIES

- Golems
- Slimes
- Water Crickets
- Turtles

ITEMS FOUND

- Keys
- Blue Diary
- Life Vessel
- Gold Bars
- Strength Tonic
- Herbs
- Magic Elixir
- Unending Life Vase
- Strength Elixir

THE MAGYSCAR CAVERNS

Jump up to the candles' ledge. Enter the caverns through the new hole.

Puzzle #1

Destroy the Golem. Pick up one of the three braziers. Carry it up to the thorn bushes. Toss the brazier into the thorn bushes to burn them down. Jump down to destroy the remaining Golems.

Pick up the brazier. Jump across to the floating slab. Be very careful not to fall into the area below the slab. Jump across to the narrow ledge. Toss the brazier into the thorn bush to burn it down. Exit the chamber.

Puzzle #2

Destroy the Golem. Jump onto the floating slab inscribed with arrows. This slab allows you to control its direction with the D Pad. Just be careful not to accidentally walk off the edge of the slab into the spike pit below.

Float over to the ledge with the long cargo net. Avoid the spike balls. Climb up the cargo net. Stop immediately when you reach the top of the cargo net. Jump to the right to avoid the rising spike trap. Exit the chamber.

Puzzle #3 + A Key + A Blue Diary

Stack the two barrels against the first ledge-like steps. Climb up the barrels to grab the brazier. Toss the brazier into the thorn bush to burn it down. Throw the barrels, one atop the other, onto the first ledge (you have to jump up into the air to position the second barrel atop the first).

Climb up the cargo net. Destroy the Golems. Jump down to the first ledge. Grab the barrels. Throw the barrels onto the second ledge. Climb up the cargo net. Grab the barrels. Stack the two barrels against the third ledge-like steps. Climb up the barrels to reach the floor switch.

Step on the floor switch to activate it. Hurry under the spike balls to the Treasure Chest. Open the chest to get the Key inside. Return to the chamber with the first floating slab. Jump down to the lower area below the slab.

Step on the Teleporter to be transported to a Blue Diary, a Health Rejuvenation Pad, and a Magic Rejuvenation Pad. Save your game.

Puzzle #4

Use the small stone columns to jump across the spike pit. The door opens for you automatically because you have the Key. Jump down to destroy the Golems. Destroy the dead bodies also, as they only produce more Golems. Avoid the spike pit.

From the central area, jump across to the ledge at bottom of the chamber. Throw the switch. The floating slabs change position. Jump back across the central area to climb up the cargo net. Ignore the Treasure Chest for now.

Walk left and down to the first set of slabs. Climb up the slabs to the ledge. Walk around the ledge until you're just above the switch. Drop a Mining Bomb onto the switch. The floating slabs change position again. Walk forward to the second set of slabs. Climb up the slabs to the ledge. Exit the chamber.



Puzzle #5

Jump onto the first floating slab. Jump across to the first ledge. Grab the barrel. Jump onto the second floating slab. Jump across to the second ledge. Destroy the Golems. Place the barrel against the third ledge, where the ledge runs along the right wall. Step on the floor switch to activate it.

Three braziers drop from the ceiling. Grab a brazier. Toss the brazier into the thorn bush on the right side to burn it down. Exit the chamber.

Puzzle #6 + A Life Vessel

Destroy the Golems. Jump up onto the first huge stone column on the far right side of the chamber. Jump up to the upper ledge. Grab the brazier.

There is a thorn bush on the stone column immediately below you. Jump down from the ledge, approach the column, then jump up and throw the brazier at the top of the jump. Return to the first huge stone column. Jump from column to column. Avoid the spike ball trap.

Grab the brazier. Jump down from the column. There are several thorn bushes on a smaller stone column. Stand next to the column, face the bushes, and then jump up. Throw the brazier at the top of the jump.

From the upper ledge, jump across to the first column you cleared. Jump across to the second column you cleared. Jump from column to column. Avoid the spike ball traps. Grab the brazier.

There are several thorn bushes on a stone column above you. Toss the brazier up onto the thorn bushes to burn them down. Jump across to the column. Jump across to the ledge. Open the Treasure Chest to get the Life Vessel inside. Jump down to exit the chamber. Return to the chamber with the two floating slabs.

Puzzle #7 + Gold Bars + A Strength Tonic

Jump into the enormous hole. Destroy the Golems and the dead body. Open the Treasure Chest on the right side to get the Gold Bar inside. Open the Treasure Chest in the middle to get the Strength Tonic inside. Open the Treasure Chest on the left side to get the Gold Bar inside.

Enter the next chamber through the open doorway. Destroy the Slimes and the dead bodies. Step on the plain Teleporter to be transported to the chamber containing the purple Teleporter. On foot, return once again to the chamber with the two floating slabs.

Puzzle #8 + A Key

Jump onto the first floating slab. Jump across to the first ledge. Enter the next chamber through the open doorway. Grab a brazier. Carry the brazier over to the ledge along the left wall. Watch the ground for the shadow of dripping water as the water extinguishes the brazier.

There is a large thorn bush surrounded by several smaller thorn bushes. Toss the brazier onto the large thorn bush to burn it down. Open the Treasure Chest to get the Key inside. Exit the chamber.

Puzzle #9 + Herbs

There is a sizable space between two of the circling spike balls. Step into this space to walk around the island. Climb the steps to the Treasure Chest. Open the Treasure Chest to get the Herbs inside. Exit the chamber.

Puzzle #10 + Herbs + A Key

Destroy the Water Crickets and the dead bodies. The door in the upper right corner of the chamber opens for you automatically because you have a Key. Destroy the plants to get Herbs. Open the Treasure Chest to get the Key inside. Exit the chamber.

Step on the floor switch to activate it. Hurry under the spike balls. Destroy the Golems. Step up to the second ledge from the slab. Destroy the Golems. Step up to the third ledge from the slab. The door opens for you automatically because you have a Key. Exit the chamber.

Puzzle #11

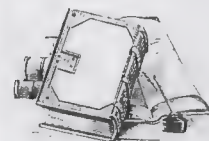
Using yourself as bait, lure at least one Turtle over to the thorn bushes blocking the floor switch in the upper left corner of the chamber. The Turtle's attack will ignite the thorn bushes, exposing the floor switch.

TIP



Puzzle #6—If you're quick enough, you can stop yourself from being pushed off a column by a spike ball. You do take damage, but if you're able to quickly push the D Pad in the *opposite* direction from the direction you're being pushed, you do stay on the column for another try!

NOTE



Puzzle #6—It's very tough to get the jump distances and timing just right in this chamber. Be patient, take a few breaks, and try again until you do get it right.



NOTE



Puzzle #15—If you accidentally fall into the opening, you land in a pool of water. Climb up the cargo net to the left.

Step on the plain Teleporter. You appear in the chamber with the plain Teleporter you ignored and the two braziers.

Step on the floor switch to activate it. A covered urn drops from the ceiling. Destroy the Turtles to lower the floating slab. Jump up onto the ledge from the covered urn. Jump up onto the floating slab. Ride the slab up into the next chamber.

Puzzle #12 + A Gold Bar + A Key

Destroy the Golems. Grab the brazier. Toss the brazier onto the large thorn bush on the right side to burn it down. Step on the first plain Teleporter. Open the Treasure Chest to get the Gold Bar inside. Step on the second plain Teleporter.

Jump up, toward the top of the chamber. Walk to the right. Jump onto the floating slab inscribed with arrows. Avoid the spike balls. Float down to the lower left corner of the chamber. Open the Treasure Chest to get the Key inside. Float up to the upper right corner of the chamber. Step on the third plain Teleporter.

Grab the brazier. Toss the brazier onto the large thorn bush to burn it down. Retrace your steps to the last chamber. This time, jump across to the ledge on the left side of the chamber. Walk up to the blocked doorway. The door opens for you automatically because you have a Key. Exit the chamber.

Puzzle #13 + Magic Elixir

Destroy the Golems and the dead body. Climb up the cargo nets. Jump down into the opening from the first ledge. Use your Iron Flail to throw the switch. Jump up onto the floating slab.

Quickly jump across to the small ledge, grab the brazier, jump back onto the floating slab, and jump across to the first ledge. Toss the brazier onto the large thorn bush to burn it down. Open the Treasure Chest to get the Magic Elixir inside.

Jump back down into the opening from the first ledge. Exit the chamber.

Puzzle #14

There are two braziers apiece situated just before two otherwise impassable thorn bushes. Toss the braziers onto the thorn bushes to burn them down. Ignore the plain Teleporter.

Watch the ground for the shadow of dripping water. If you accidentally bump into a thorn bush while carrying a brazier, the brazier bursts. Exit the chamber.

Puzzle #15 + A Gold Bar

Jump across the floating slab on the left to the lower ledge. Walk to the right. Step on the floor switch to activate it. Both floating slabs sink down a small distance. A barrel and a brazier drop from the ceiling.

Grab the barrel. Throw the barrel onto the floating slab on the left. Grab the brazier. Use the barrel to step across the slab to the upper ledge. Toss the brazier onto the thorn bushes to burn them down. Open the Treasure Chest to get the Gold Bar inside. Use the barrel to step across the slab to the lower ledge. Exit the chamber.

Puzzle #16

Destroy the Water Crickets and the dead bodies. Jump onto the floating slab inscribed with arrows. Avoid falling into the spike pit. Float down to the lower right corner of the chamber. Use your D Pad to position the floating slab above the stone slab. Jump up in the air to stop the floating slab. Throw a Mining Bomb down onto the stone slab to destroy it.

Jump into the hole. Walk left to step on the plain Teleporter. You return to the chamber with the purple Teleporter. Step on the floor switch to open a doorway below you. Jump down to enter the next chamber through the newly opened doorway. Exit the next chamber through the doorway on the right.

Puzzle #17 + Magic Elixir + Wonder Essence + A Strength Elixir

Grab a brazier. Toss the brazier onto the thorn bushes to burn them down. Open the Treasure Chests to get the Magic Elixir and Wonder Essence inside.

Grab another brazier. Toss the brazier onto the thorn bushes to burn them down. Open the Treasure Chest to get the Strength Elixir inside. Enter the previous chamber. Exit the previous chamber through the doorway on the left.

Puzzle #18

Clockwise from the upper left corner of the chamber, the plain Teleporters are numbered One through Four.



Step on Teleporter Number Four. Exit the small chamber. Inside the next chamber are four lanterns and four braziers. Use the four braziers to light the four lanterns. Jump from column to column to avoid the spike pit. Watch the columns for the shadow of dripping water. Read the marker after the lanterns are lit. Return to the small chamber. Step on the plain Teleporter to return to the main chamber.

Step on Teleporter Number One. Exit the small chamber. Climb down the cargo net. Grab the brazier. Move to the right wall. From the right wall, quickly walk left, jump left, and toss the brazier onto the two thorn bushes in the corner of the ledge to burn them down.

Climb up the cargo net. Jump down onto the section of the ledge you just cleared. Grab the next brazier. Toss the brazier onto the thorn bush blocking the steps to burn them down. Jump down to the ground.

Climb up the stairs and the cargo net. Grab the last brazier. Jump down onto the section of the ledge you cleared. Climb up the steps. Toss the brazier onto the thorn bush blocking the switch. Throw the switch. Read the marker after the lanterns are lit. Return to the small chamber. Step on the plain Teleporter to return to the main chamber.

Step on Teleporter Number Three. Exit the small chamber. Inside the next chamber are four lanterns and four braziers. Jump onto the floating slab inscribed with arrows. Use the slab to float over to the dead bodies. Destroy the dead bodies first, then destroy the Water Crickets. Use the four braziers to light the four lanterns. Read the marker after the lanterns are lit. Return to the small chamber. Step on the plain Teleporter to return to the main chamber.

Step on Teleporter Number Two. Exit the small chamber. Inside the next chamber are four lanterns and four braziers. Quickly, grab each of the four braziers in turn and toss them down to light the four lanterns. If you don't hurry, dripping water extinguishes the braziers.

Ignite the torches in the following order: East, North, West, South. You must jump up in the air to make your brazier tosses reach the East and West torches. You must grab the last brazier and jump down to the ground to ignite the South torch. Read the marker after the lanterns are lit. Return to the small chamber. Step on the plain Teleporter to return to the main chamber.

Puzzle #19

Clockwise from the upper left corner of the chamber, the switches are numbered One through Four. Throw the switches to face the following directions:

- > One—right
- > Two—left
- > Three—down
- > Four—up

Jump up onto the floating slab which dropped to the ground. Inside the upper chamber—the shaft—quickly walk up and left. Jump up onto the second slab. Jump across to the third slab. When the third slab is at its highest point, jump to the left while holding the b button to land on the fourth slab. Exit through the doorway at the top of the chamber.

Puzzle #20

Quickly jump onto and across (you can't walk!) the slowly sinking slab. Quickly jump onto the left ledge. Grab the barrel to throw it down onto the slab. Grab the brazier. Jump down onto the slab. Walk over to the right ledge. Jump up in the air to make your brazier toss reach the thorn bushes. Grab the barrel. Place it so you can use it as a step up to the right ledge. Exit the chamber.

Puzzle #21

Use the cubbyholes to avoid the spike balls. Exit through the doorway at the top of the chamber.

Puzzle #22

Jump onto the floating slab inscribed with arrows. Use the slab to float over to the doorway in the upper left corner of the chamber. Avoid the spike pit and the fireballs spit out by the metal bird-head sentinels. Exit the chamber.

Puzzle #23 + A Key

Climb up the lower steps. Climb down the cargo net. Grab a brazier. Toss the brazier onto the smaller thorn bushes blocking the lower steps to burn them down. Grab the last brazier. Climb up the lower steps. Toss the brazier onto the thorn bushes blocking the upper steps to burn them down. Open the Treasure Chest to get the Key inside. Exit the chamber.

NOTE



Puzzle #20—If you miss any of these jumps, you drop into a chamber with Golems and dead bodies. Simply exit the chamber to emerge in the shaft. Jump across onto the second slab and retrace your steps to the top.



Puzzle #24

Grab a brazier. Jump onto the floating slab inscribed with arrows. Use the slab to float over to the steps along the right-hand side of the chamber. Avoid the spike pit and the fireballs spit out by the metal bird-head sentinels. Toss the brazier onto the thorn bushes blocking the steps to burn them down. The door opens for you automatically because you have the Key. Exit the chamber.

Puzzle #25

Destroy the Water Crickets and the dead bodies. Four braziers drop from the ceiling. Grab a brazier. Toss the brazier onto the thorn bushes to burn them down. Jump into the opening. It's time to face the boss—the Corpse Worm!

THE CORPSE WORM

OBJECTIVES ENEMIES ITEMS FOUND

> Destroy the Corpse Worm. > The Corpse Worm > None

WALKTHROUGH

The duel with the Corpse Worm is probably going to be the longest battle you've yet faced in *Alundra*. Sit back, relax and get loose—you may be at it for a while.

To destroy the boss, you must destroy her armor. Damage all her segments (her segments turn brown to indicate damage) and you may then inflict damage to her head. After a few moments, her armor heals itself (her segments turn white to indicate repair). Damage all her segments again, then continue to attack her head repeatedly.

This boss has four main attacks. The first attack is just the application of brute force—she simply walks over you. The second attack is in the form of a hardened cocoon she flings at you, causing it to bounce around off the walls for a few moments. The third attack is in the form of an egg sac she lays, which hatches small, bothersome flies. The fourth attack, which occurs much less frequently than the other three, is in the form of her thrashing tail.

The first, second, and fourth attacks are relatively easy to avoid. This boss moves slowly. It should be easy for you to keep your distance most of the time. The best way to deal with the third attack is to drop a Mining Bomb right next to an egg sac every time she lays one. Let the Mining Bomb handle your light work while you concentrate on more important matters. If you inflict collateral damage on the boss as well, so much the better.

You can use several attacks of your own. The best attack is the charge attack with your Sword, but the drawback is the charge attack gets you up close and personal. The Iron Flail, Hunter's Bow, and Mining Bombs do the trick just as effectively. Unfortunately, there is no way to dispatch the Corpse Worm quickly, so be prepared for a long duel.

Inflict enough damage, and the Corpse Worm explodes in green flames. You've destroyed the Corpse Worm!

THE MAGYSCAR CAVERNS

OBJECTIVES ENEMIES ITEMS FOUND

> Return to Jess's house. > None > Wind Scroll

THE MAGYSCAR CAVERNS

Two Treasure Chests—one open, one closed—drop to the ground in front of you.

A Wind Scroll

Walk up to the two Treasure Chests. Open the closed chest to get the Wind Scroll inside. you're automatically returned to Jess's house in Inoa.



CHAPTER TWELVE



POWER-UP!

INOA VILLAGE

OBJECTIVES ENEMIES ITEMS FOUND

> Locate Lutas's house. > None > Secret Pass

LUTAS'S HOUSE

Lutas's house is located in the lower left corner of Inoa. It has a green shingle roof.

An Secret Pass

Jump down Lutas's chimney, into the second story of her house. The vessels along the upper wall contain Magic Drops, should you need them. Open the Treasure Chest to get the Secret Pass inside. Step on the floor switch to activate it. Exit the room.

THE RIVERSIDE BAR

OBJECTIVES ENEMIES ITEMS FOUND

> Locate the Riverside Bar. > Slimes > Gilders
> Win each of the three > Turtles > Life Vessels
Riverside Bar contests.
> Talk with the bartender
and the sailors from
the *Klark*.

THE RIVERSIDE BAR

Walk out Inoa's Southern gate, then walk left and up. The building you're looking for—the Riverside Bar—is located West of Inoa. Destroy any Slimes or Turtles you encounter along the way.

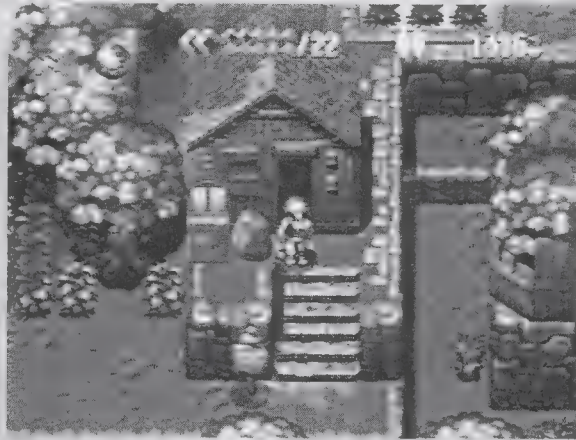


Fig. 12-1: The entrance to the Riverside Bar.

Talk with the bartender. The guard moves aside, and the doorway opens for you automatically because you have the Secret Pass. Walk down the stairs through the newly opened doorway to enter the next passageway.

Three games of chance and skill are located inside each of three doorways. From left to right, the doors are numbered One through Three.

Door Number One—The Arena

The first contest is a five-round arena event. You must destroy a certain number of Slimes within a certain amount of time to earn progressively larger winnings. You must bet 30 Guilders to enter the arena. If you don't meet the minimum requirements for victory in any of the five rounds, you forfeit your wager.

The arena Slimes don't form bodies or arms. You're not allowed to use any of the items in your Equipment Window. You can only use your Sword. Fortunately, you need only hit a Slime once to destroy it.

The following table details the number of Slimes to destroy and the winnings for each of the five rounds.

ROUND NUMBER	SLIMES TO DESTROY	GILDERS EARNED
1	22	30
2	24	60
3	26	120
4	28	240
5	30	480 + A Life Vessel

Door Number Two—The Shooting Gallery

The second contest is a five-round shooting gallery challenge. You must once again destroy a certain number of Slimes within a certain amount of time to earn progressively larger winnings. As before, you must bet 30 Guilders to enter the shooting gallery, and if you don't meet the minimum requirements for victory in any of the five rounds, you forfeit your wager.

In Round Two, a boulder slowly crosses the gallery in front of the Slimes. In Round Three, the boulder crosses the gallery much more quickly. In Round Four, a chicken slowly crosses the gallery in front of the Slimes. Every time you accidentally hit the chicken, one point is deducted from your final score. In Round Five, the chicken crosses the gallery much more quickly.



The shooting gallery Slimes cross the gallery at various distances and heights. They don't form bodies or arms. You can only use your crossbow. Hit a Slime once to destroy it. Jump up into the air and fire to hit the elevated Slimes. You're not allowed to use any of the items in your Equipment Window.

The following table details the number of Slimes to destroy and the winnings for each of the five rounds.

ROUND NUMBER	SLIMES TO DESTROY	GILDERS EARNED
1	12	30
2	13	60
3	14	120
4	15	240
5	15	480 + A Life Vessel

Door Number Three—The Whirl of Fortune

The third contest is a five-round game of chance. The play area contains fifteen colored lights and one clear light. You must correctly guess the next color to light up in order to earn progressively larger winnings. You may choose one of only three colors—blue, green, or red. You must bet five Guilders to enter the whirl of fortune, and if you don't meet the minimum requirements for victory in any of the five rounds, you forfeit your wager.

Although this is purely a game of chance, you can better your odds for success. When you choose a color and make your wager, the whirl then "revolves" a minimum of four times, stopping on either the sixth, seventh, eighth, ninth, or tenth light after its last revolution. The following table details the probabilities of where the whirl will stop.

STOPS ON THE "X" TH SPACE	"Y" PERCENT OF THE TIME
6	12.5
7	22.5
8	25
9	17.5
10	22.5

Count the number of spaces *following* your position (*not* including your position on the whirl—the light currently lit), then refer to the table for the probabilities. If there are two lights of a single color within the six-to-ten light range, add together the probabilities for their respective positions.

For example, if there are two blue lights at the sixth and seventh positions following your own, one red light in the eighth position, and two green lights in the ninth and tenth positions, the probability you'll land on a blue light is 35 percent; a red light, 25 percent; and a green light, 40 percent. Estimate the odds for your success, then make your wager accordingly. Please be aware that nothing is certain—remember, this is a game of *chance*.

The following table details the winnings for each of the five rounds.

ROUND NUMBER	GILDERS EARNED
1	15
2	45
3	135
4	405
5	1,215 + A Life Vessel

THE RIVERSIDE BAR

Talk with the bartender and the sailor standing at the bar. You're given a drink that knocks you out for several seconds. When you recover, talk with the other sailors. Now, head for the seashore.

TIP



Even though the Slimes don't attack you, try to avoid bumping into them. You're temporarily paralyzed if you do, and you lose precious seconds while you recover.

The Slimes appear in groups of three during the later rounds. Try to destroy at least two Slimes per sword stroke for the maximum score in the shortest amount of time.

TIP



Don't bother trying to move to either side of the gallery. That only costs you precious time, plus you have to readjust your aim. Stand dead center for your best chance at success.

Avoiding the boulders and chickens is simply a matter of timing. These two obstacles cross the gallery either very slowly or very quickly. There are no surprises. Just keep calm. Don't let yourself get ruffled. Fire so you hit the Slimes just before, or just after, the obstacles pass in front of them.



TIP



Actually, you don't have to beat the Riverside Bar contests to talk to the bartender and the sailor after you present your Secret Pass or to see Captain Merrick. It's just nice to have the Life Vessels and the Gilders!

NOTE



If you've encountered Captain Merrick before, you may have tried to buy something from him. You would've discovered that everything in his shop costs 10,000 Gilders. However, you can only carry a maximum of 9,999 Gilders in your inventory!

The secret to obtaining Captain Merrick's power-ups is acquiring 15 or more Gilded Falcons. Of course, you want as many Gilded Falcons as possible to get the premium power-ups.

CAPTAIN MERRICK'S HOUSE

OBJECTIVES

- > Locate Captain Merrick's house.
- > Obtain power-ups.

ENEMIES

- > Slimes
- > Turtles

ITEMS FOUND

- > Life Vessels
- > Olga's Ring
- > Silver Armlet
- > Recovery Ring
- > Spirit Wand

CAPTAIN MERRICK'S HOUSE

From the Riverside Bar, walk down and right. The building you're looking for—Captain Merrick's house—is located South of Inoa. Destroy any Slimes or Turtles you encounter along the way.

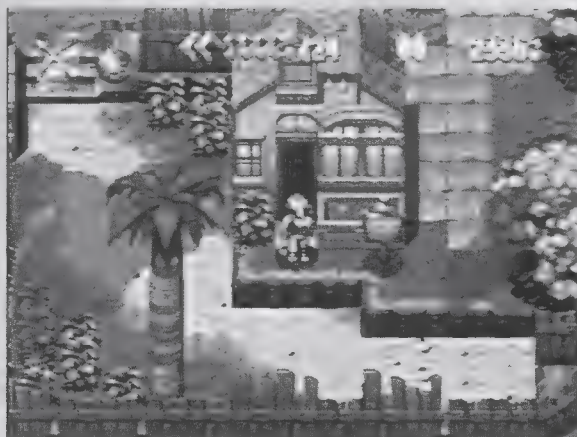


Fig. 12-2: The entrance to Captain Merrick's house.

Talk with Captain Merrick. He awards you power-ups for the number of Gilded Falcons you have in your possession. The following table details the items awarded and the Gilded Falcons required.

GILDED FALCONS REQUIRED

ITEM AWARDED

15	Life Vessel
20	Olga's Ring
25	Life Vessel
30	Silver Armlet
35	Life Vessel
40	Recovery Ring
45	Life Vessel
50	Spirit Wand

Return to Captain Merrick's house every time you reach the next Gilded Falcon threshold. Now, you may return to Inoa.



CHAPTER THIRTEEN



THE SANCTUARY

INOA VILLAGE

OBJECTIVES

- > Talk with Meia and Myra at Nadia's house.

ENEMIES

- > None

ITEMS FOUND

- > None

NADIA'S HOUSE

Talk with Meia and Myra, Nadia's mother. Proceed directly to the Sanctuary from there.

OUTSIDE INOA VILLAGE

OBJECTIVES

- > Talk with Septimus at the Sanctuary.
- > Gain entry to the Sanctuary.

ENEMIES

- > None

ITEMS FOUND

- > None

THE SANCTUARY

Talk with Septimus outside the Sanctuary. Load the Wind Scroll into the Equipment Window. Press the  button to use the scroll. Lightning strikes the ground all around you. Enter the Sanctuary through a broken window.

THE SANCTUARY

OBJECTIVES

- > Locate the entrance to Ronan's hidden chambers.
- > Talk with Ronan.

ENEMIES

- > None

ITEMS FOUND

- > Book of Runes
- > Curious Key
- > Life Vessel

THE SANCTUARY

Walk down and to the right. You open the front door of the Sanctuary to let Septimus in. Now you must find the entrance to Ronan's hidden chambers.

Puzzle #1

Walk down to the flagstone passageway. Climb up the flight of stairs to the right. From the balcony, enter the next passageway through the open doorway. Inside the passageway are two locked doors—one upper, one lower.

Walk right to the impassable row of plants. Use your Hunter's Bow to throw the switch. Enter the lower chamber through the now-open doorway.

Inside the chamber are two rows of bookshelves—one upper, one lower. Inspect the bookshelf closest to the doorway in the upper row. Now, return to talk with Septimus.

Puzzle #2

Septimus throws a switch he's found. A door opens. Walk through the doorway to the left. Inside the passageway are two doors—one locked upper, one open lower. Enter the lower chamber through the now-open doorway.

Inside the chamber are two switches resting atop crates. Use your Hunter's Bow to throw the switches. You must hit the second switch quickly, before the first switch resets itself. You must jump up into the air each time you fire to hit both switches. A floor switch drops onto a slab from the ceiling. Now return to talk with Septimus.

Puzzle #3

Septimus throws another switch he's found. A spike ball drops harmlessly from the ceiling. Walk down to the flagstone passageway. Climb up the flight of stairs to the left. From the balcony, enter the next passageway through the open doorway. Inside the passageway are two open doors—one upper, one lower. Enter the lower chamber through the open doorway.

Walk down to the hole in the floor. Jump into the hole to land on the floor switch resting atop the slab. A door opens. Jump down to enter the passageway. Enter the upper chamber through the now-open doorway.

Inside the chamber are two rows of coffins—one upper, one lower. A Book of Runes appears on a coffin. You can try to pick up the Book of Runes, but it continually disappears and reappears in different locations. So leave it for now, and return to talk with Septimus.

Puzzle #4 + Book of Runes

Septimus shows you that the communion table moves a little. He then accompanies you back to the coffin chamber.

Chase the Book of Runes around the chamber until Septimus catches it. The Book of Runes doesn't follow a very complicated pattern. Just try to predict where the Book of Runes will appear on the same four coffins several times in a row.

If you can get to where you think the Book of Runes is going to be just before it appears at least three or four times, the Book of Runes appears right in front of Septimus. Add the Book of Runes to your inventory. Retrace your steps to the bookshelves.

Puzzle #5

Place the Book of Runes in the bookshelf closest to the doorway in the upper row. A bookshelf below you slides out of the way. Enter the lower chamber through the opening. Inspect the second bookshelf to the right from the opening. Now, return to talk with Septimus.



Puzzle #6 + Book ofVerse + A Life Vessel

Septimus throws yet another switch he's found. A door opens. Walk through the doorway to the right. Inside the passageway are two doors—one open upper, one locked lower. Enter the upper chamber through the now-open doorway.

Inside the chamber, from left to right, the three stools are numbered One through Three. Note the worn spots on the floor. Push the stools in the following order:

- > Push Number One right.
- > Push Number Two left.
- > Push Number Three up.

A switch drops from the ceiling into the upper chamber. Use a Mining Bomb to throw the switch. A door opens. Jump up and open the Treasure Chest to get the Life Vessel inside. Return to the passageway. Enter the lower chamber through the now-open doorway.

The eight stools inside the chamber move to new positions. The arrangement is different every time. Simply note the worn spots on the floor. Push the stools back into their original positions. Once you begin, you must finish quickly before the stools set themselves, thus preventing you from completing the puzzle.

A Book ofVerse drops from the ceiling. Add the Book ofVerse to your inventory. Retrace your steps to the bookshelves. If you accidentally push a stool in the wrong direction, exit and reenter the passageway to reset the puzzle.

Puzzle #7

Place the Book ofVerse in the second bookshelf to the right of the opening. A bookshelf to the right slides out of the way. Step on the floor switch to activate it. A door opens. Return to the passageway. Enter the upper chamber through the now-open doorway.

Puzzle #8 + A Curious Key

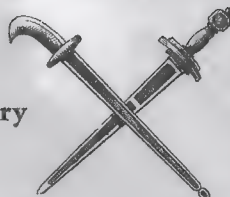
Inside the chamber are several chairs, two tables, a rug, and a floor switch. If you step on the rug, the switch disappears. Therefore, jump from a chair to the table in the center of the rug, then to another chair, and finally to the floor on the other side of the rug. Use your Iron Ball to throw the switch. A Treasure Chest drops onto a table from the ceiling.

If you step on the rug, the Treasure Chest disappears. Therefore, jump from a chair to the table in the center of the rug, then to another chair, and finally to the table along the upper wall. Open the Treasure Chest to get the Curious Key inside. Now, return to talk with Septimus.

Septimus uses the Curious Key to move the communion table out of the way, revealing a flight of stairs leading down. You've found the entrance to Ronan's hidden chamber.

RONAN'S HIDDEN CHAMBER

Walk down the stairs. You and Septimus talk with Ronan.





CHAPTER FOURTEEN

INSIDE MEIA'S DREAM



INOA VILLAGE

OBJECTIVES	ENEMIES	ITEMS FOUND
------------	---------	-------------

- | | | |
|---|--------|---------------|
| > Talk with Jess.
> Talk with Septimus.
> Talk with Fein. | > None | > Power Glove |
|---|--------|---------------|

JESS'S HOUSE

Save your game. Go downstairs to talk with Jess. The armorer gives you the Power Glove. You may use the gauntlets by loading them into your Equipment Window as you would the Mining Bombs. Talk with Septimus to discover Civil is dead. Proceed to Civil's house.

CIVIL'S HOUSE

Talk with the women inside Civil's house (including Fein). Proceed to the Cemetery.

OUTSIDE INOA VILLAGE

OBJECTIVES	ENEMIES	ITEMS FOUND
------------	---------	-------------

- | | | |
|---|--------|--------|
| > Talk with the Inoan villagers.
> Talk with Septimus. | > None | > None |
|---|--------|--------|

THE CEMETERY

Talk with the villagers to trigger a vision. Try to leave the Cemetery. Talk with Septimus after he arrives to view the memorial with you. Meia is sick. Return to Nercia's house in Inoa.

INOA VILLAGE

OBJECTIVES

- > Talk with Septimus.
- > Enter Meia's dream.

ENEMIES

- > None

ITEMS FOUND

- > None

NADIA'S HOUSE

Talk with Septimus outside Nadia's house. He distracts Myra so you may enter the house. Talk to Meia to enter her dream.

INSIDE MEIA'S DREAM

OBJECTIVES

- > Find Meia.
- > Save the game.

ENEMIES

- > None

ITEMS FOUND

- > Blue Diary
- > Life Vessel
- > Gilded Falcon

INSIDE MEIA'S DREAM

You're playing a game of "hide-and-seek" with Meia. The objective is to keep finding her wherever she hides.

Walk up, right, and down to the Teleporter. Step on the Teleporter to be transported to a Blue Diary, a Health Rejuvenation Pad, and a Magic Rejuvenation Pad. Save your game. Return to Meia's dream.

A Gilded Falcon

Open the Treasure Chest to get the Gilded Falcon inside.

Puzzle #1 + A Life Vessel

Climb up the steps to ride the floating slab. Jump from the slab to the ledge. Jump from the ledge to the second ledge. Jump across to another floating slab. Jump from the slab to the third ledge. Open the Treasure Chest to get the Life Vessel inside.

Jump up onto the chest. Walk up and right to climb up the steps. Cross over the floating slab. Climb down the steps on the other side. Walk right to the edge of the first ledge. Jump across to the second ledge. Walk down and jump left to the third ledge. Talk to Meia; after you talk to her she runs away. You hear a loud crash. A barrier opens.

Puzzle #2

Walk Northwest to the upper left corner of the main square. Walk through the now-open entrance into another courtyard. Jump up in the air and use your Iron Ball to throw the lower switch. Quickly jump onto the small floating slab. Quickly jump off the slab onto the high ledge.

Throw the second switch. A second slab drops to the ground. Use the second slab to climb up to the sculpture of Meia. Strike the sculpture several times to reveal the dream Meia. Once she disappears, jump on the ledge to trigger a vision.

Puzzle #3

Retrace your steps to the area just above the Treasure Chest where you got the Life Vessel. Talk to Meia; after you talk to her she runs away. You hear a loud crash. Another barrier opens.

Puzzle #4

Walk Northwest to the upper left corner of the main square. Walk through the newly opened entrance into a water-filled enclosure. Very quickly jump across the small crumbling slab to the small island on the right.



Very quickly jump across the row of crumbling slabs to the next island on the left. Step on the floor switch to activate it. Very quickly jump back across the row of crumbling slabs to the first island.

Very quickly jump up and left across the small crumbling slabs to the small island with a sculpture of Meia. Strike the sculpture several times to reveal the dream Meia and to trigger another vision.

Puzzle #5

Retrace your steps to the area just where you found Meia last time. Talk to Meia; again, she runs away. You hear a loud crash. A third barrier opens.

Puzzle #6

From where you found Meia, climb up the steps. Jump right from ledge to ledge until you reach the third entrance in the upper left corner of the main square. Walk through the newly opened entrance into another water-filled enclosure.

Jump into the water. Swim left and up. Climb out of the water. Grab the brazier and face right. Jump up into the air and throw the brazier onto the thorn bush. Return to where you were when you entered.

Jump across to the area with two braziers. Grab a brazier. Jump back across to your first position. Jump up and left to the ledge. Jump up into the air and throw the brazier up onto the thorn bush. Return to grab the second brazier.

Jump across the two small floating slabs to the upper ledge. Throw the brazier onto the thorn bush. Walk up and left to jump into the water. Swim behind the central island with a sculpture of Meia, then swim down and right. Climb up the steps. Strike the sculpture several times to reveal the dream Meia and to trigger another vision.

Puzzle #7

Retrace your steps to the position where you originally entered the main square. Talk to Meia; again she runs away. You hear a loud crash. A fourth barrier opens.

Puzzle #8

Walk up, underneath the floating slab, and right to climb up the steps. Walk right to the edge of the first ledge. Jump across to the second ledge. Walk right and up to the edge of the second ledge. Jump down, walk up, then jump up onto the third ledge. Walk up and left. Climb the steps. Jump across to the fourth ledge. Walk through the newly opened entrance into yet another water-filled enclosure.

Step on the floor switch directly in front of you. A small floating slab drops. Walk down and right. Jump across to the small floating slab. Step on the floor switch on the right. A floating slab above you starts moving.

Jump up to the floating slab. Jump across to step on the floor switch on the left. Another floating slab above you starts moving. Jump across to the floating slab on the right. Jump up to the ledge. Jump across to the floating slab on the left.

Jump across to step on the floor switch on the left. A floating slab below you starts moving. Jump down to the floating slab. Jump across to step on the floor switch on the right. A barrel drops from the ceiling. Jump across to the floating slab on the left. Jump down to the ledge. Grab the barrel.

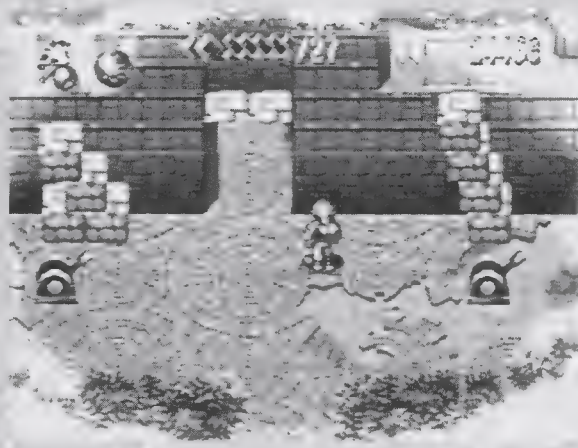
Jump across to the lower ledge. Walk right and up to the first floor switch. Place the barrel atop the switch slightly off to one side to form "steps." Climb up to the sculpture. Strike the sculpture several times to reveal the dream Meia and to trigger another vision.

Puzzle #9

Retrace your steps to reach the position where you originally entered the main square. Walk left to the steps by the two floating platforms. Climb up the steps to talk to Meia; she runs away. You hear a loud crash. A fifth barrier opens.



Puzzle #10



Walk Northeast to the upper right corner of the main square. Walk through the now-open entrance into another courtyard. Throw the switch on the right when the bottom stone block is nearly centered on the wall. Throw the switch on the left when the bottom stone block is three-fourths of the way to the right. The final resting place of the stone blocks should resemble figure 14-1.

Fig. 14-1

Step on both floor switches to activate them. Two stone blocks rise to form steps. Climb up to the sculpture. Strike the sculpture several times to reveal the dream Meia and to trigger another vision.

Puzzle #11

Retrace your steps to the position where you originally entered the main square. Walk up and right to climb up the steps. Walk right to jump across to the ledge. Walk right and up to jump up onto the third ledge. Walk up and left to talk to Meia; she runs away. You hear a loud crash. A sixth barrier opens above you.

Puzzle #12

Walk up and through the now-open entrance into one more water-filled enclosure. Jump into the water. Swim left and up. Climb out of the water. Walk left, down, and right. Climb up the steps.

Jump across to climb down the steps on the other side. Walk right, up, and left. Grab the barrel. Place the barrel against the second set of steps to form a step up. Grab the brazier. Use the barrel to climb up the steps.

Very quickly step down onto the small crumbling slab, then jump up onto the large floating slab. Throw the brazier onto the thorn bush to clear the ledge. Before the floating slab drops into the water, very quickly jump across from it to the newly cleared ledge. Strike the sculpture several times to reveal the dream Meia and to trigger another vision.

Puzzle #13

Walk North to the upper center point of the main square. Meia is standing in front of a seventh barrier. Several stone blocks form a row along the right. Talk to Meia. A barrier slams shut behind you.

Now you must play a game very similar to "red light, green light." Meia closes her eyes and recites the phrase, "I spy a cutie guy." Starting at the barrier, you must reach Meia's position by dashing from one hiding spot to another within the length of time it takes her to say the phrase. If Meia spots you any time before you reach her, you must go back to the barrier and start over. Once you reach Meia, *you must try to talk to her*, or you get sent back to the beginning.

Once you talk to Meia, she runs away. You see the seventh barrier open above you. Walk through the now-open entrance. You're pulled out of Meia's dream and returned to Inoa, triggering a vision.

NADIA'S HOUSE

Talk with Septimus outside of Nadia's house.

TIP



Puzzle #13—Sometimes Meia speaks really fast, sometimes kind of slow. Watch the first two or three letters very carefully. You should be able to tell within the first few letters whether you have enough time to make it to the next hiding spot.

Also, listen to the ticks while she talks. The speed of the ticks will change with the speed at which she talks.



CHAPTER FIFTEEN

GILDED FALCONS & POWER-UPS

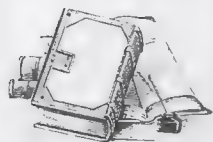


OUTSIDE INOA VILLAGE

OBJECTIVES	ENEMIES	ITEMS FOUND
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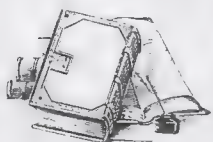
- | | | |
|---|---------------|--------------------|
| > Talk with Meia. | > Slimes | > Small Life Drops |
| > Talk with Nava. | > Pukus | > Life Drops |
| > Acquire power-ups. | > Scary Trees | > Gilders |
| > Prepare for the next leg of your journey. | > Graggs | > Spring Beans |
| | > Things | > Gilded Falcons |
| | | > Gold Bars |
| | | > Strength Tonics |
| | | > Herbs |

NOTE



You wake up the next morning in your bed at Jess's house. You must talk with Jess before you can proceed to Nava's house.

NOTE



Now you should take some time to explore the countryside surrounding Northern Inoa. Pick up Gilded Falcons and power-ups before returning to your main quest. Please note, however, you can see several Treasure Chests you can't yet reach.

NAVA'S HOUSE

Talk with Meia outside Nava's house. You must meet her by the Water Pumping Station later. Go inside to talk with Nava.

Spring Beans + A Gilded Falcon

Nava gives you the Spring Beans. You may use the seeds by loading them into your Equipment Window as you would the Mining Bombs.

You can grow a Super Plant if you toss a seed onto any of the objects you find in your travels that resemble the upper half of a barrel. Jump onto a Super Plant to compress it. Press the X button to launch yourself high into the air—*much* higher than you could ever jump on your own!

Use a Spring Bean now to reach the Treasure Chest. Open the chest to get the Gilded Falcon inside.

A Gilded Falcon

Walk right after you leave Nava's house to find the half-barrel on the beach. Use a Spring Bean to reach the Treasure Chest on the ledge above you. Open the chest to get the Gilded Falcon inside. Proceed to the Water Pumping Station.

THE WATER PUMPING STATION

Talk with Meia. Proceed into the Water Pumping Station.

A Gold Bar + A Gilded Falcon + A Strength Tonic

Open the three Treasure Chests to get the Gold Bar, Gilded Falcon, and Strength Tonic inside.

THE NORTHERN TERRITORY

Climb the terraced steps behind Olen's house. Enter the cave above the house to the left before proceeding up to the Northern territory. Destroy any Slimes or Pukus you encounter along the way.

Herbs + A Gilded Falcon

Open the two Treasure Chests to get the Herbs and Gilded Falcon inside. Return to the terraced steps and continue climbing up toward Magyscar.



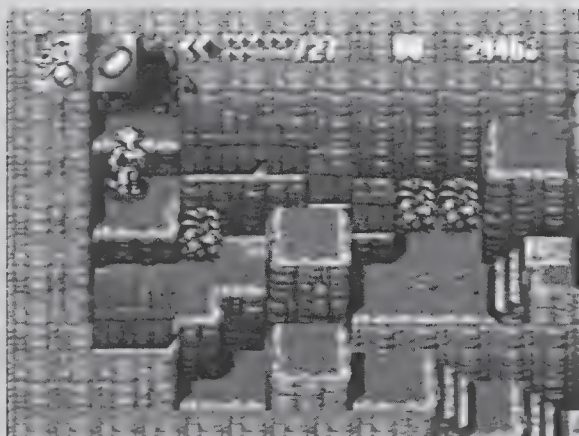


Fig. 15-1: The entrance to the cave above Olen's house.

A Gold Bar

Slightly Southeast of Magyscar is a Treasure Chest. Open the chest to get the Gold Bar inside. Destroy any Slimes or Pukus you encounter along the way.



Fig. 15-2: Approach this Treasure Chest from above, rather than below.

Herbs

Slightly Southwest of Magyscar is a Treasure Chest. Open the chest to get the Herbs inside. Destroy any Slimes or Pukus you encounter along the way.



Fig. 15-3: Simply walk around the fence to reach this Treasure Chest.



A Gilded Falcon

A Treasure Chest rests atop a ledge in the Northeast corner of the Inoan countryside. Approach the chest through a narrow passage to the East. Open the chest to get the Gilded Falcon inside. Destroy any Scary Trees, Slimes, or Pukus you encounter along the way.

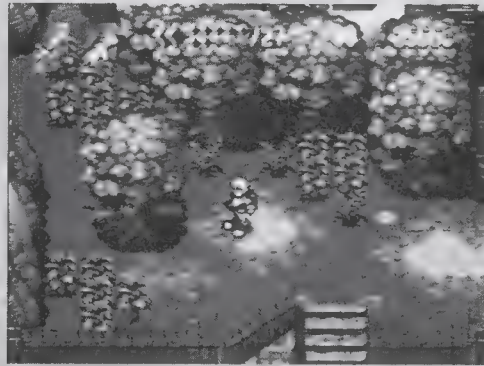


Fig. 15-4: Walk through this dense tangle in the Northeast to reach ...

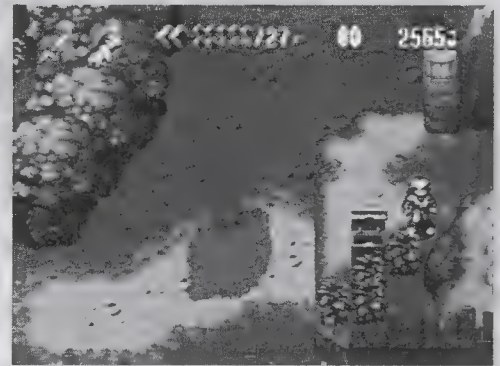


Fig. 15-5: ... this Treasure Chest.

Herbs + A Strength Tonic

Walk East along the wooden footbridges connecting the upper ledges of the Northeast territory to reach two Treasure Chests. Open the chests to get the Strength Tonic and Herbs inside. Destroy any Scary Trees, Slimes, or Pukus you encounter along the way.

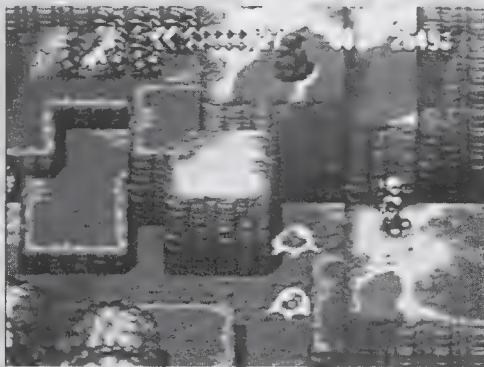


Fig. 15-6: Start here, just East of the Shrine ...



Fig. 15-7: ... to reach these Treasure Chests.

THE NORTHWEST LAKE

West of Magyscar, two piles of stone blocks bar your passage to the Northwest Lake. Use your Iron Flail to break the stone blocks. Destroy any Graggs or Things you encounter along the way. Before continuing to the lake, take a detour South along the river. Stone steps below the lake lead down to the Coal Mine.



Herbs

Walk directly South toward the Coal Mine. A pile of stone blocks bars your passage South. Use your Iron Flail to break the stone blocks. Walk directly left across the wooden scaffold. Continue left, pass in front of the river falls, then turn South. Open the Treasure Chest to get the Herbs inside.

Gilders

Enter the small cave. Stand on the small slab. Use your Mining Bombs to destroy enough of the Slimes and Pukus inside to lift the platform up to the ledge. Walk up and around. Open the Treasure Chest to get the Gilders inside.

A Wonder Essence

Jump in the deep water and swim to the upper left area of the cave. Avoid the Killers. Walk up the steps and through the shallow water. Continue upward until you exit the cave. Remember this bypass for later.

Now, retrace your steps and jump in the deep water. This time, swim down. Open the Treasure Chest to get the Wonder Essence inside. Now, exit the cave.

THE COAL MINE CAVERNS

Use a Mining Bomb to clear the rubble blocking the doorway.

Puzzle #1 + A Gold Bar

Quickly hurry past the spike balls. Use your Iron Flail to break the stone blocks. Step on the floor switch to activate it. A barrier opens below you. From the floor switch, jump across the wood scaffolds to the Treasure Chest. Open the chest to get the Gold Bar inside. Enter the next chamber.

Puzzle #2

Destroy all the Pukus. A barrier opens above you. Enter the next chamber.

Puzzle #3 + Herbs

Walk right and down the steps into a water-filled chamber. Now, you must destroy several dozen Pukus to get a Treasure Chest to drop from the ceiling. Fortunately, the Pukus only attack a few at a time and expel many Drops of Life when they die. Open the chest to get the Herbs inside. Exit the caverns through the Southern opening.

A Gilded Falcon

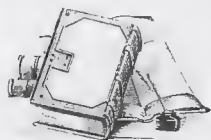
You drop through the roof of a house located next to the Coal Mine. Open the Treasure Chest to get the Gilded Falcon inside. Throw the switch to lift the barrier. Exit the house.

A Gilded Falcon

Continue to walk directly South from the Coal Mine. Turn West at the first bridge that crosses the river (just left of the headless sculpture). Walk North to climb up the first ladder. Jump up onto the small boulder. Jump up to climb up the second ladder. Jump East across the notch to reach the Treasure Chest. Open the Treasure Chest to get the Gilded Falcon inside.



NOTE



If you continued to travel Northwest from this location, you would find yourself at the entrance to the Muruta colony.

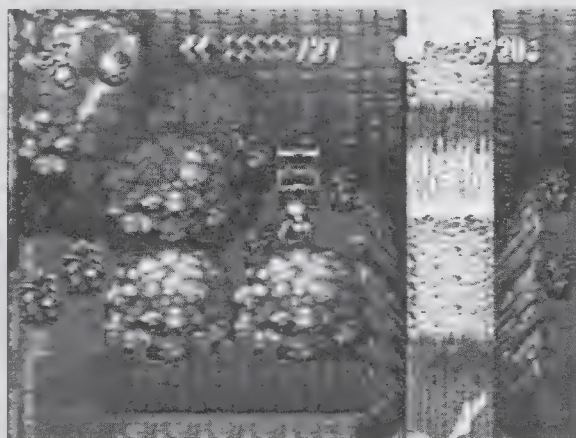


Fig. 15-8: This Treasure Chest is directly below the chest containing the Herbs.

Now you can return to the Northwest Lake.

A Gilded Falcon

Just West of the big island, connected to the mainland by the stone footbridge, is a smaller island. Jump off the footbridge into the lake. Swim left and down. Press the X button to swim faster and fight the current. Climb up the steps to the small island. Open the Treasure Chest to get the Gilded Falcon inside (see figure 15-9).

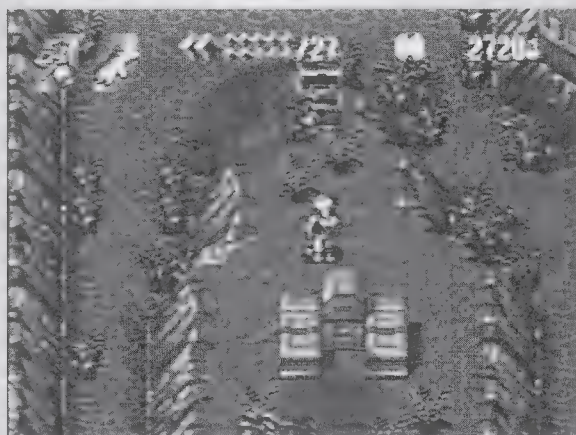


Fig. 15-9: Now you're ready for the next leg of your journey.



CHAPTER SIXTEEN

THE RIVER AND SEA CAVES



OUTSIDE INOA VILLAGE

OBJECTIVES

- > Locate the entrance to the Fire Manor.

ENEMIES

- > Graggs
- > Turtles
- > Scary Trees
- > Fire Phantoms
- > Killers
- > Things
- > Slimes
- > Pukus

ITEMS FOUND

- > Small Life Drops
- > Life Drops
- > Gilders
- > Gilded Falcons
- > Wonder Essence
- > Gold Bars
- > Strength Elixir
- > Magic Elixir
- > Fire Wand
- > Life Vessel
- > Herbs
- > Water Book

THE NORTHWEST LAKE AND THE RIVER

Continue your journey from the small island. Jump into the river and let the falls carry you downstream. At the first fork in the river, take the left tributary. Press the X button to swim faster and fight the current. At the second fork in the river, take the left tributary again. Climb up the steps onto dry land.

A Gilded Falcon + A Wonder Essence

From the dock, walk left, down, left, and up the steps. Walk right and down to the ledge. Jump right across the huge boulder to the opposite ledge. Walk up and right. Jump down to the Treasure Chest. Open the chest to get the Gilded Falcon inside. Jump into the river from the second dock. Destroy any Graggs or Turtles you encounter along the way.

Return to the first dock. Retrace your steps to the second ledge. This time, walk up and jump up onto the broken column. Jump up to the next ledge. Walk left and up. Jump up onto the broken column. Jump up to the next ledge. Open the Treasure Chest to get the Wonder Essence inside. Now, you must work your way Northeast.

Gold Bars + A Strength Elixir



Jump from ledge to ledge until you reach a huge boulder. Use the Gloves to lift the boulder and smash it against the ground. Continue moving East until you reach three Treasure Chests just below you. Jump down and open the three Treasure Chests to get the two Gold Bars and Strength Elixir inside (see figure 16-1).

Fig. 16-1

Walk left, jump up the small ledges hidden behind the trees, then walk down. Jump into the river from the second dock. Return to the first dock. Destroy any Graggs or Turtles you encounter along the way.

THE RIVER AND SEA CAVES

Walk left and down until you reach a huge boulder. Use the Gloves to lift the boulder and smash it against the ground. Continue moving South. Destroy any Scary Trees you encounter along the way. Proceed into the cave.

Puzzle #1 + A Strength Elixir

Avoid the Fire Phantom and walk down the stairs. Read the marker. Stand inside the circle of Killers. Use your Steel Edge to destroy the monsters. A Treasure Chest drops from the ceiling. Open the Treasure Chest to get the Strength Elixir inside. Exit the chamber through the Southern opening.

Puzzle #2

Head East along the shore. Enter the first cave to the right. Jump into the water and swim to the opposite side of the chamber. Avoid the Killers and destroy the two Things (sometimes a Thing drops a Gold Bar when it dies). Exit the chamber.

Puzzle #3

Head East along the shore. Swim past the next two sea caves. Enter the third cave to the right. Use your Iron Flail to break the piles of stone blocks. Jump into the water. Quickly (press the X button) swim between the two sets of rotating spike balls. Throw the switch.



Swim back to the entrance. Jump onto the first floating slab. Jump across to the second floating slab. Jump over to the ledge. Use your Iron Flail to break the piles of stone blocks. Exit the chamber.

Puzzle #4 + A Magic Elixir

Walk left to enter the sea cave. Stay left. Destroy any Pukus you encounter along the way. Open the Treasure Chest to get the Magic Elixir inside. Return to the entrance.

Puzzle #5

Walk right and up. Avoid the Killers. Use a Spring Bean to jump up to the high ledge. Walk up and left. Climb up the stairs. Exit the chamber.

THE FIRE MANOR

Walk up the steps to enter the Fire Manor.

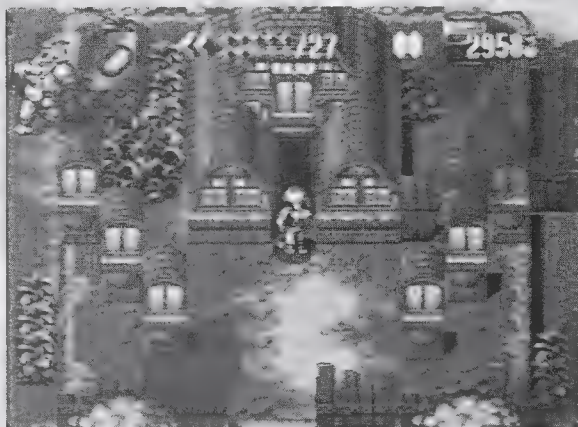


Fig. 16-2: The entrance to the Fire Manor.

Puzzle #1

Read the marker to activate a Fire Phantom. Use your Iron Flail to direct the movements of the Fire Phantom. Strike the Fire Phantom to make it change direction. Direct the Fire Phantom to light the six lanterns in the chamber, but stay out of the Fire Phantom's way. Once all six lanterns are lit, two small floating slabs appear. Jump up onto the slabs to exit the chamber.

Puzzle #2 + A Fire Wand

A barrier slams shut behind you. The first Fire Phantom activates automatically. Direct the first Fire Phantom to light the four lanterns in the chamber, but stay out of the Fire Phantom's way. This activates the second Fire Phantom.

From left to right, top to bottom, the clay slabs are numbered One through Sixteen. The Fire Phantom follows a preset pattern across the slabs, *as long as you force it to advance!*

Quickly, walk *inside* the second Fire Phantom. You won't take any damage. Very quickly, follow the Fire Phantom around, forcing it down its preset path. The Fire Phantom finally comes to rest on slab Number Nine. You must not let the Fire Phantom rest or pause for even a split second on any of the other slabs, or the Treasure Chest won't drop.

Once the Fire Phantom comes to a stop, the Treasure Chest drops from the ceiling. Open the chest to get the Fire Wand inside. You may use the Fire Wand by loading it into your Equipment Window as you would the Sword. The barrier opens behind you. Exit the Fire Manor.



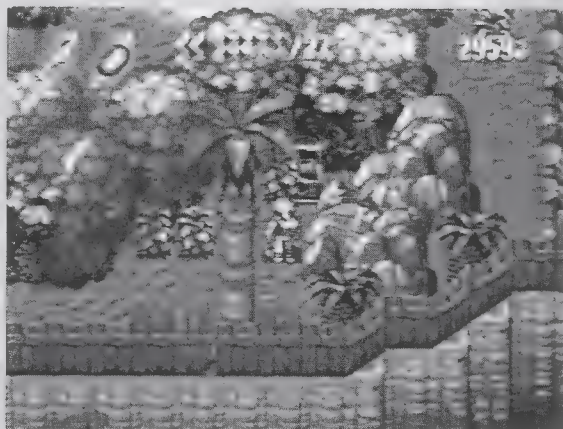
NOTE



You may want to return to Jess's house to save your game before you continue your quest.

A Strength Elixir

Use the Fire Wand to burn down the thorn bush outside the Fire Manor. Walk around the Fire Manor to the Treasure Chest. Open the chest to get the Strength Elixir inside.



A Gilded Falcon

Walk right, across the footbridge, and down. Use the Gloves to lift the boulder and smash it against the ground. Continue moving East until you reach the Treasure Chest just above you (see figure 16-3). Walk up and open the chest to get the Gilded Falcon inside.

Fig. 16-3

A Life Vessel

Use the Fire Wand to burn down the thorn bush just North of the Riverside Bar. Open the Treasure Chest to get the Life Vessel inside. Retrace your steps back to the area where you smashed the boulder near the footbridge.

Herbs + A Water Book + A Gilded Falcon

Now, walk straight up. Destroy any Graggs you encounter along the way. The first of three Treasure Chests is to your right. Open the Treasure Chest to get the Herbs inside.

Use the Fire Wand to burn down the thorn bush directly to the North. Open the Treasure Chest to get the Water Book inside.

Although you can't see it, there's a break in the trees to the left, allowing you access to the third Treasure Chest. Open the Treasure Chest to get the Gilded Falcon inside.



CHAPTER SEVENTEEN

THE TELEPORT ARCHWAYS

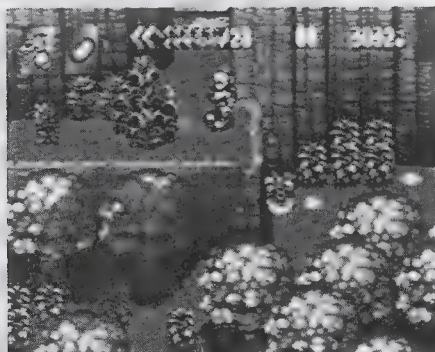


OUTSIDE INOA VILLAGE

OBJECTIVES	ENEMIES	ITEMS FOUND
> Locate the entrance to the Ice Manor. > Obtain power-ups. > Activate the Teleport Archways.	> Scary Trees > Slimes > Pukus > Sandworms > Lizards	> Life Vessels > Strength Tonic > Strength Elixir > Ice Wand > Gilded Falcons > Nava's Chair > Gold Bars > Olga's Ring > Bracers > Sluice Key

MT. TORLA

Proceed to Mt. Torla, located in the Northeast territory. Destroy any Scary Trees, Slimes, or Pukus you encounter along the way.



Life Vessels

Use a Super Seed to jump up to the ledge. Use the Fire Wand to burn the thorn bush. Walk left to enter the cave. Walk through the cave to exit at a Treasure Chest. Open the chest to get the Box of Life inside. Return to the Northeast territory.

Fig. 17-1: Start here to reach the Treasure Chest containing the Life Vessel.

TIP



Puzzle #2—The secret to making long jumps like these is in your starting point. When you're about to leap from atop a column, position yourself so that it looks like you're hanging in midair. Be careful, though. Edge out too far, and you fall off the column.



A Strength Elixyr

Walk directly South of the wooden footbridge on the far left of the Northeast territory. Use the Fire Rod to burn the thorn bush (see figure 17-2). You now have access to a hidden slot canyon, providing a passageway to your next destination.

Fig. 17-2: Walk to the right after you burn the thorn bush to find the hidden passageway through the bluffs.

Climb up the first ladder. Jump across to the ledge with the Treasure Chest. Open the chest to get the Strength Elixyr inside.

THE ICE MANOR

Climb down both ladders. Use the Fire Rod to burn the thorn bush. Enter the Ice manor.

Puzzle #1

From left to right, top to bottom, the ice columns are numbered One through Six. Push the ice columns to cover the four floor switches in the following order:

- > Push Number 5 up.
- > Push Number 3 left.
- > Push Number 1 down.
- > Push Number 2 left.
- > Push Number 3 up and right.
- > Push Number 5 left. Push Number 6 up, left, up, and left.

Step on the last floor switch to activate it. A barrier opens. Walk through the newly opened doorway.

Puzzle #2 + An Ice Wand

Climb up the steps. Enter the doorway on the left. Throw the switch to the "down" position. Two barriers open. Exit the chamber. Enter the doorway on the right. Throw the switch to the "left" position. Two more barriers open. Exit the chamber. Enter the doorway in the middle. Climb up the steps.

From left to right, top to bottom, the ice columns are numbered One through Six. Push the ice columns to form a path from the slab to the ledge in the following order:

- > Push Number 1 down and right.
- > Push Number 2 down, right, and up.
- > Push Number 5 up and right.
- > Push Number 4 down.
- > Push Number 3 up and right.

Jump from column to column until you reach the ledge with the Treasure Chest. Open the chest to get the Ice Wand inside. You may use the Ice Wand by loading it into your Equipment Window as you would the Steel Edge. Exit the Ice manor.

THE MAGYSCAR CAVERNS

Proceed to the Magyscar Caverns. Once inside, use the small stone columns to jump across the spike pit.

A Gilded Falcon

Use the Fire Rod to burn the thorn bush you ignored earlier in your quest (see Chapter 11, Puzzle #4). Open the Treasure Chest to get the Gilded Falcon inside. Refer to Chapter 11 if you get stuck while trying to exit the Magyscar Caverns.



THE CARETAKER'S HOUSE

Proceed to the Caretaker's house next to the Cemetery.

Nadia's Chair

Go downstairs into the Caretaker's basement. Read the marker. Clockwise, from the upper left corner, the torches are numbered One through Six. Use your Fire Rod to light the torches in the following order: 1, 4, 6, 5, 2, and 3. A Treasure Chest drops from the ceiling. Open the chest to get Nadia's Chair inside. Return to the House of Tarn.

THE HOUSE OF TARN

Use the Fire Rod to burn down the thorn bush to the left of the House of Tarn.

Gold Bars

Open the four Treasure Chests to get the Gold Bars inside. Now, you may return to the Desert.

THE DESERT

Retrace your steps toward Lurvy's house. Halt just after you break the pile of stone blocks.

A Gilded Falcon

From the stone blocks, walk left to the river's edge. Turn North so you're walking along the Eastern bank of the river. Watch for a passageway into the Desert on your right. Remember this entrance for later.

Eventually, you reach a small dock across the river from the Water Pumping Station. Open the Treasure Chest to get the Gilded Falcon inside. Retrace your steps toward Lurvy's house. Halt just after you once again break the pile of stone blocks.

A Life Vessel

Jump into the water to the left. Climb up the steps onto the small island. Open the Treasure Chest to get the Life Vessel inside. Jump back into the water. Let the river carry you downstream, over the falls.

A Strength Tonic + A Gilded Falcon

The river falls dump you at the lower left foot of the terraced steps. Lurvy's house is to the right. Climb out of the water to the left. Climb up the ladders to the first Treasure Chest. Open the chest to get the Strength Tonic inside. Climb up the ladder to the second Treasure Chest hidden behind the grass. Open the chest to get the Gilded Falcon inside.

Gilded Falcon + A Strength Elixyr

Jump into the well in front of Lurvy's house. Press the ➔ button as you fall to land on the ledge. Open the Treasure Chest to get the Gilded Falcon inside. Jump once again, deeper into the well. Open the Treasure Chest to get the Strength Elixyr inside. Climb the ladder to exit the well.

CAPTAIN MERRICK'S HOUSE

Work your way West to the seashore.

Olga's Ring + A Life Vessel + Silver Armlet

Captain Merrick rewards you with Olga's Ring, a Life Vessel, and the Silver Armlet. You should return to Anzess's house to save your game. Now, you may once again return to the Desert.

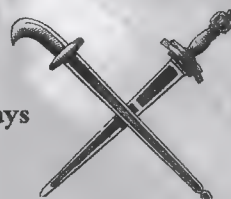
THE DESERT

This time, enter the Desert through the passageway you discovered earlier along the Eastern bank of the river. Put on the Sand Cape to pass through the low arch. Destroy any Sandworms or Lizards you encounter along the way.

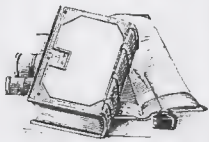
NOTE



By now, you should have at least 30 Gilded Falcons in your inventory. Take some time for a quick side trip to Captain Merrick's shop to get more power-ups.



NOTE



ACTIVATING & USING THE TELEPORT ARCHWAYS

The Teleport Archways transport you to an octagonal arbor containing a Blue Diary. Each of the archways in the chamber leads to one of the other eight Teleport Archways located in a different part of the Inoan countryside.

However, to use the Teleport Archways to access the other areas, you must first fully activate them. Locate all eight of the Teleport Archways in turn, then enter the octagonal chamber through each of the Teleport Archways. The archway inside the arbor is then considered fully active. You may find Teleport Archways in the following locations:

1. Just West of the Northern exit of the Upper Desert
2. Due West, then just North, of the Water Pumping Station
3. Due West of the Magyscar Caverns
4. Due North of the Monument
5. Due West, then just South, of the headless sculpture
6. Due North, then just East, of the Lair of the Reptilicus Maximus
7. Just South of Lurvy's house
8. Near the Muruta Colony (you can't reach this one just yet)

A Strength Elixir

Walk to the Upper Desert through the new cleft in the rock face to the right of the cave. The first Treasure Chest is resting atop a stone platform directly to the right. Merely climb up onto the sandbar and jump from column to column to reach the chest. Open the chest to get the Strength Elixir inside.

A Gold Bar

Move right and up from the first chest. The second Treasure Chest is resting atop a sandy bluff to the far right. Simply jump from ledge to ledge to reach the chest. Open the chest to get the Gold Bar inside.

The Upper Desert Cave

From the chest, jump from column to column to reach the middle ledge. Jump up, across the small bluffs to the upper ledge. Walk left past two sets of columns to the cave. Enter the cave.

Puzzle #1 + A Sluice Key + A Life Vessel

Jump from scaffold to scaffold to reach the Treasure Chest. Open the chest to get the Sluice Key inside. Use your Ice Wand to freeze the glowing columns. Use your Iron Ball to break the columns. Open the Treasure Chest to get the Life Vessel inside. Return to the upper ledge.

A Gilded Falcon

Walk right to the Treasure Chest. Open the chest to get the Gilded Falcon inside. Now, retrace your steps to the entrance to the Upper Desert.

THE UNDERCROFT

Enter the Undercroft through the shattered doorway. The barrier inside opens for you automatically because you have the Sluice Key.

Puzzle #1

Load your Sword and a Mining Bomb into the Equipment Window. Place a Mining Bomb next to one switch. Very quickly, dash over to the other switch. Time your strike so it coincides with the explosion. Both switches must be thrown simultaneously. As a result, the water drains out of the canal.

Once you've beaten the challenge, the being switches on all eight of the Teleport Archways. Take some time now to fully activate the Teleport Archways.

The Upper Desert Reliquary

Return to the area near the second chest. Walk between the bluffs through the winding passageway to the Upper Desert Reliquary. Walk down any of the stairs to the algae-covered flagstones.

Puzzle #1

Walk through the opening between the two larger flights of stairs. One of the godlike beings issues you a challenge.

Nine clay slabs will light up, one after the other, in a total of five preset sequences. You must follow each of the five preset patterns by anticipating which slab will be next to light, then stepping on it while it glows *very* briefly.

You must then move to step on the next slab, and the next, and so on, until you've completed each of the five sequences. The sequences get slightly faster with every successful completion.

Basically, even if you miss a step, you're not allowed to fail. You must complete all five sequences before you can leave the chamber. Fortunately, the patterns aren't very hard to learn.

A Life Vessel

Walk out the Western exit of the Upper Desert. Walk left and down. Very carefully, step off the cliff onto the ledge below. Open the Treasure Chest to get the Life Vessel inside.

TIP



Puzzle #1—In the fourth and fifth sequence, you'll need to jump to hit the last few slabs.



CHAPTER EIGHTEEN



NIRUDE'S LAIR

OUTSIDE INOA VILLAGE

OBJECTIVES	ENEMIES	ITEMS FOUND
------------	---------	-------------

- | | | | |
|------------------------------------|-----------|-----------|-------------------|
| > Activate the headless sculpture. | > Turtles | > Lizards | > Legendary Sword |
|------------------------------------|-----------|-----------|-------------------|

THE HEADLESS SCULPTURE

It's time for one last side trip before returning to your main quest. From the octagonal arbor, use a Teleport Archway to return once again to the area near the Ale House. Destroy any Turtles or Lizards you encounter along the way.

Puzzle #1 + Legendary Sword

Northwest of the Riverside Bar is a huge boulder. Lift the boulder to smash it against the ground. Walk straight up through the trees to jump up onto the platform with the headless sculpture. You are awarded the Legendary Sword only if you have been struggling to get through the game. (If you've been following this guide you will not have struggled enough to get it.) Now, you may return to the Water Pumping Station.

TIP



Puzzle #1—The two tricks to crossing the logs successfully are, first, *never stop moving* and, second, edge up by pressing the **↑** button *slightly* just before each jump.

TIP



Puzzle #1—If you fall off a log or break it, you don't have to start from the dock. You can jump out of the water onto the left ledge just before the first waterfall.

NIRUDE'S LAIR

OBJECTIVES

- > Locate the entrance to Nirude's Lair.
- > Locate the entrance to the Homunculus's chamber.
- > Save the game.

ENEMIES

- > Gnomes
- > Exploding Rockheads
- > Killers
- > Golems
- > Fire Phantoms

ITEMS FOUND

- > Herbs
- > Gilded Falcons
- > Strength Tonic
- > Strength Elixir
- > Life Vessel
- > Keys
- > Earth Book

THE UNDERGROUND WATERWAY

Herbs

Enter the small cavern just above the Water Pumping Station. Open the Treasure Chest to get the Herbs inside.

Puzzle #1 + A Life Vessel

Enter the larger cavern. Climb up onto the stone dock. Plant a Spring Bean. Jump up onto the ledge above. Jump across the column to the left ledge. Plant a Spring Bean. Jump up onto the ledge above. Jump across to the column. Jump from the column to the upper ledge. Jump right, from log to log, to reach the Treasure Chest. Open the chest to get the Life Vessel inside.

Puzzle #2

From the top of the Treasure Chest, concentrate on the waterfall *closest* to you. Jump onto the next log over the falls. Ride the log downstream. Watch out for two spike balls in the lagoon below.

Jump off the log, onto the right ledge, just before the vortex. Walk up, past the crates, to the switch. Jump up into the air to throw the switch with your Iron Flail. Climb up the newly formed steps on the left.

Puzzle #3 + Herbs

Climb out of the water to the right. Enter the next chamber through the upper doorway. Jump into the water. Swim up, past the spike balls, to the Treasure Chest. Open the chest to get the Herbs inside. Return to the previous chamber. Avoid the Killers.

Puzzle #4 + Herbs

Using the columns, jump from where you're standing to the column closest to the waterfall. Jump on a log. Ride the log downstream. Jump off the log, onto the upper ledge, just before the vortex. Open the Treasure Chest to get the Herbs inside.

Puzzle #5 + A Gilded Falcon

Walk straight down, past the vortex, and over the falls. At the first fork, take the left tributary. At the second fork, take the right tributary. Jump from the top of the falls onto the floating slab. Jump off the slab onto the lower ledge. Exit the chamber.

Climb up the steps to the left. Destroy any Gnomes you encounter along the way. Jump across a log to the opposite ledge. Climb up the steps. Use the crate as a step. Jump across a log to the opposite ledge. Walk behind the waterfall to exit the chamber.

Destroy the four Gnomes in the next chamber, then use your Iron Flail to destroy the motor. Walk into the hole behind the waterfall. You land on the Treasure Chest you ignored earlier. Open the chest to get the Gilded Falcon inside.

Continue downstream past the four Exploding Rockheads. Climb out of the water onto the ledge to the right. Ignore the Treasure Chest for now. Walk left and up the stairs. Walk left and up. Jump across to activate the floor switch on the right. A barrier opens. Walk around to enter the newly opened doorway.



Puzzle #6

Retrace your steps past the Exploding Rockheads and through the waterfall to the floating slab. Jump into the water. Return to the newly formed steps. Avoid the vortices. Climb up the newly formed steps. Climb out of the water to the right. Exit the chamber.

Walk through the chamber. Both sets of stairs in the next chamber are booby trapped. From the side, quickly step forward and back to release the spike ball, then dash up the stairs before the next spike ball falls. Jump into the water. Swim up past the spike balls to exit the chamber.

Puzzle #7 + A Strength Tonic + A Gilded Falcon

Climb out of the water. Walk down, right, and climb up the terraced steps. Push the huge boulder off the ledge onto the second boulder below.

Work your way to the far right, past the Teleport Archway. Climb up the ladders. Work your way Southwest to the first Treasure Chest. Open the chest to get the Strength Tonic inside.

Now, work your way Northeast to the second Treasure Chest near one of three stone idols (use a Spring Bean). Open the chest to get the Gilded Falcon inside.

NIRUDE'S LAIR

Enter Nirude's Lair through the doorway in the gigantic stone foot on the right. Ignore the two Treasure Chests for now. Enter the passageway to the left.

Puzzle #1 + A Gilded Falcon

Push the sculpture on the far left over to the right. Walk through the opening. Grab the barrel. Place the barrel against the ledge like a step. Step on the floor switch to activate it. Quickly dash through the doorway before it closes. Open the chest to get the Gilded Falcon inside. Exit Nirude's Lair.

Puzzle #2

Use your Iron Flail to destroy all three stone idols. Stand to one side of each stone idol in turn, and strike it 15 blows until its head (including both of its eyes) is completely shattered. You can only reach the last stone idol by way of a hidden path through the trees directly to the right of Mt. Torca. Either use the Teleport Archways or walk through the Upper Desert to reach the last stone idol and return quickly.

Herbs

Enter Nirude's Lair through the doorway in the gigantic stone foot on the left. Enter the passageway to the right. Open the Treasure Chest to get the Herbs inside.

Puzzle #3

Push the sculpture in the middle over to the left. Walk through the opening. Exit the chamber. Use your Iron Flail and Mining Bombs to destroy the Golems that drop around you inside the next chamber.

Another stone idol begins to spew Fire Phantoms. Quickly jump up onto the left ledge. Strike the stone idol repeatedly until its head is completely shattered. Jump across the top of the stone idol to exit the chamber by way of the steps.

Puzzle #4

Grab the first barrel. Jump onto the floating slab. Move to avoid the spike balls. Toss the first barrel onto the upper ledge. Float back to the first ledge. Jump off the floating slab. Jump across the first crumbling slab to grab the second barrel. Jump across the second crumbling slab to the middle ledge. Place the second barrel against the upper ledge like a step. Jump up onto the upper ledge. Grab the first barrel. Place it against the ledge to the far right like a step. Jump up onto the ledge. Exit the chamber.

Puzzle #5

Don't try to destroy the Golems that drop around you inside the next chamber. Simply exit then reenter the chamber. Now, climb the stairs and exit to the right. Ignore the closed barrier for now.



Puzzle #6

When you step on the floor switch to activate it, a barrel drops from the ceiling in the upper right corner of the chamber. Time your step so the barrel falls onto the floating slab. Jump onto the floating slab. Grab the barrel. Jump off the floating slab on the right side of the chamber. Place the barrel against the steps. Jump up onto the steps from the barrel. Exit the chamber.

Puzzle #7 + A Key + Herbs

The sculptures are numbered One through Five in the following manner:

1	
	2
3	
4	5

Push the sculptures to cover four of the five floor switches in the following order:

- > Push Number 1 left.
- > Push Number 2 right.
- > Push Number 3 right.
- > Push Number 4 left.
- > Push Number 5 right.

Step on the fifth floor switch. A barrier opens. Exit the chamber. Jump across to Treasure Chests you ignored earlier. Open the chests to get the Key and Herbs inside.

Puzzle #8

Don't climb down the ladder. Retrace your steps to the chamber containing the closed barrier. The barrier opens for you automatically because you have the Key. Enter the open doorway directly above you.

You may step on the purple Teleporter to transport you to a Blue Diary, a Health Rejuvenation Pad, and a Magic Rejuvenation Pad. Save your game. Return to Nirude's Lair.

Push the sculpture on the right over to the left. Climb up the ladders. Avoid the Fire Phantoms by jumping over them. Step off the last ladder onto the black columns to the left. Jump down to the ledge below. Climb up the ladder to throw the switch. A barrier opens. Jump down to the ground.

Climb back up the ladders to a small ledge on the far right. Strike the stone idol repeatedly until its head is completely shattered. Exit the chamber by way of the ladders.

Puzzle #9

Push the column in the exact center of the topmost ledge down into the opening (look for a telltale deterioration beneath the column). Jump into the opening. Push the sculpture aside. Enter the next chamber.

Puzzle #10

Read the marker. Push the sculpture on the left over to the left, covering a floor switch. Push the sculpture on the right over to the left, covering two floor switches. Step on the last floor switch to activate it. Two barriers open. Exit the chamber by way of either of the stairs.

Puzzle #11

Step on the two floor switches in the following order: left, right, left, left, right, right. The motor roars to life. Retrace your steps to the chamber from Puzzle #9. Exit that chamber by way of the stairs on the left side.

Puzzle #12 + Herbs

Read the marker. Jump onto the first floating slab. Jump up to the ledge. Enter the next chamber through the open doorway. Walk between the two huge spike balls. Walk down the steps. Avoid the small spike balls. Push the sculpture over to the left. Enter the next chamber. Return to the ledge.



Jump onto the floating slab to the right. Jump down to the next floating slab. Jump down to the ledge. Throw the switch. Jump up to the next floating slab. Jump up to the ledge. Toss a Mining Bomb next to the switch. Jump down to the next floating slab. The explosion throws the switch. Jump down to the ledge. Quickly open the Treasure Chest to get the Herbs inside. Quickly jump up to the floating slab. Exit the chamber.

Puzzle #13 + A Key

Destroy the five Gnomes and a Treasure Chest drops from the ceiling. Open the chest to get the Key inside. Read the marker. Return to the previous chamber.

Puzzle #14

Avoid the Fire Phantoms and the spike balls as best you can. Standing on the central ledge, use your Hunter's Bow to strike the stone idol repeatedly until its head is completely shattered. You must jump up into the air to hit the stone idol. Generally, you can get two good shots in before you have to dodge an attack. Jump onto the floating slab. Return to the open doorway from Puzzle #12.

Puzzle #15

Walk between the two huge spike balls. Walk down the steps. Avoid the small spike balls. Enter the next chamber. The barrier opens for you automatically because you have the Key. Enter the next chamber. The barrier slams shut behind you.

From right to left, push the four glider switches all the way down until they come to a complete stop. Huge boulders smash the barrier. Jump from boulder to boulder to exit the chamber. Exit Nirude's Lair.

A Earth Book

Climb up the stairs. Jump across the gigantic stone hand. Open the Treasure Chest to get the Earth Book inside. Return to the stairs.

Puzzle #16

Enter Nirude's Lair through the doorway under the gigantic stone head. Stand to one side of each stone idol in turn. Avoid the Fire Phantoms. Strike the stone idols 15 blows apiece until their heads are completely shattered. Exit the chamber.

Puzzle #17 + A Key

Push the first sculpture over to the right. Push the second sculpture over to the left. Push the third sculpture over to the left. Jump into the opening.

From left to right, the stone idols are numbered One through Seven. Avoid the Fire Phantoms and the light beam discharges. Destroy the stone idols in the following order: 6, 3, 2, 1, 5, 7, 4.

A Treasure Chest drops from the ceiling. Open the chest to get the Key inside. Jump up onto the floating slab. Return to the previous chamber. Exit the chamber.

Puzzle #18

Climb up the stairs. Drop down onto the ledge. Enter Nirude's Lair through the doorway under the gigantic stone shoulder. The door opens for you automatically because you have the Key.

Immediately dash up the steps on the left. Hurry down to jump onto the top of the spike trap. Quickly, dash over to jump up onto the ledge with the *floor switch*. Step on the floor switch to activate it. A barrier opens. Exit the chamber.

Puzzle #19 + A Strength Elixir

Push the sculpture in the lower left corner over to the left. Open the Treasure Chest to get the Strength Elixir inside. Push the two sculptures in the upper left and upper right corners over to the left. Step on the floor switch to activate it. Exit the chamber by way of the stairs.

TIP



Puzzle #17—Although some Fire Phantoms do float over to wherever you're currently standing, you can avoid most of the Fire Phantoms and the light beam discharges by simply standing *slightly* off to one side of the stone idols' mouths.



Puzzle #20

Climb up the stairs. Cross over the long slab to the ledge on the right. Destroy the Gnomes. Activate the sculpture to restore your health. Two Treasure Chests drop from the ceiling. Open the chests to get the Herbs and the Life Vessel inside. Exit and reenter the chamber to reset the long slab. Jump across the floating slab to the lower ledge. Exit the chamber.

THE HOMUNCULUS

OBJECTIVES

- > Destroy the Homunculus.

ENEMIES

- > The Homunculus

ITEMS FOUND

- > None

WALKTHROUGH

Walk North along the conveyor belt to activate the Homunculus. It pulls itself loose from its craggy perch and begins to pursue you down the length of the conveyor belt. Run South as fast as you can!

Beating the Homunculus is relatively easy compared to some of the other bosses you've faced. You don't ever engage the boss in combat to defeat it. The Homunculus is continually falling apart as it chases you. You must simply continue to move South ahead of the Homunculus along the conveyor belt until the boss completely falls to pieces (revealing the sinew and bone beneath its rocky epidermis).

Of course, nothing's ever *easy*. Rocks and boulders of all sizes drop from the ceiling onto the conveyor belt to block your path. You must use your Legendary Sword or Iron Flail to destroy the rubble obstructing your escape.

Fortunately, several factors work in your favor. First, you never actually get hit by falling debris. Second, you're not stuck to a preset track (other than the conveyor belt). You have freedom of movement in all directions. Sometimes, you can simply step around a rock instead of taking precious time to destroy it.

Once enough of the Homunculus's "skin" falls off, the boss explodes in green flames. You've beaten the Homunculus!

NIRUDE'S LAIR

OBJECTIVES

- > Talk with Miming.
- > Save the game.

ENEMIES

- > None

ITEMS FOUND

- > Topaz Crest
- > Aqua Cape
- > Gilders

NIRUDE'S LAIR

Dash straight up and step on the plain Teleporter to escape the falling debris. You materialize outside Nirude's Lair. A Treasure Chest drops to the ground.

A Topaz Crest

Open the Treasure Chest to get the Topaz Crest inside.

An Aqua Cape + Gilders

Talk with Miming to get the Aqua Cape. The Aqua Cape allows you to move freely under water. Load the Aqua Cape into the Equipment Window as you would the Mining Bombs. Press the  button to put on the cape. Press the  button again to take off the cape.

Before the Gnomes depart, one last Gnome gives you 50 Gilders. Then they're gone ...



CHAPTER NINETEEN



THE FAIRY POND

OUTSIDE INOA VILLAGE

OBJECTIVES	ENEMIES	ITEMS FOUND
> Locate the entrance to the Fairy Pond.	> Lizards > Killers	> Life Vessels > Herbs > Fiend Blade

CAPTAIN MERRICK'S HOUSE

Return to the seashore.

Life Vessels

Captain Merrick rewards you with a Life Vessel. Now, you may return to the Northwest Lake.

THE NORTHWEST LAKE

Jump into the water. Swim downstream into the first vortex. When you emerge, swim into the second vortex. You emerge inside the Fairy Pond.

NOTE



Puzzle #2—If you happen to fall off into the cavern below, step on the plain Teleporter to transport you to the first cavern with the two passageways.

NOTE



Puzzle #3—If you decide to open the Treasure Chest to the right, it contains only Herbs.

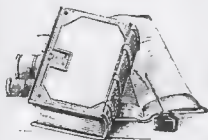
TIP



Puzzle #3—Watch your shadow to determine your landing spot.

You can use the D Pad to influence your drift. If the jump seems too far, wait for a giant air bubble to help bounce you across the gap.

NOTE



Puzzle #3—If you happen to fall off into any part of the cavern below, smash an urn to release giant air bubbles.

Ride the giant air bubbles back up to the upper cavern.

THE FAIRY POND

Destroy any Lizards you encounter along the way. Avoid the Killers.

Puzzle #1 + Life Vessel + Herbs

Work your way up and right through the caverns, over to the two passageways just below the stairs. Follow the *right* passageway down to step on the plain Teleporter. Note the blocked passageway to the right. Avoid the spike balls.

You materialize at the top of some underwater terraces. Jump down to the bottom of the cavern. Avoid the spike balls. Open the Treasure Chests to get the Life Vessel and Herbs inside. Step on the floor switch to activate it. A barrier opens. Exit the cavern by way of the Teleporter.

Puzzle #2

Enter the next cavern through the newly opened passageway to the right of the Teleporter. Step on the plain Teleporter to transport you to the next cavern. Push the first huge boulder to the right, smashing the second boulder below. Exit the cavern by way of the Teleporter.

Puzzle #3 + Herbs

Climb up the stairs. Step on the plain Teleporter to transport you to the next cavern. Press the Δ button to run off the ledge. Press the $\downarrow$ button to land on the column. Jump from column to column until you reach the lower ledge. Step on the plain Teleporter to transport you to the next cavern.

Puzzle #4

Jump right and up from column to column to avoid the spike balls. Step on the plain Teleporter to transport you to the next cavern.

Puzzle #5 + Herbs

Use your Iron Flail to break all the chains holding the spike balls stationary. Quickly, move out of the way to avoid the boulders that fall from the ceiling.

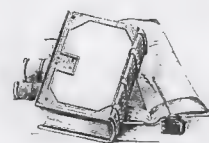
From the lower right corner of the cavern, ride a giant air bubble up to the first column. Jump from column to column until you reach the upper ledge on the *right*. Ignore the center Teleporter for now. Step on the plain Teleporter to transport you to the next cavern.

Puzzle #6 + A Fiend Blade

Avoid the spike balls as you swim up to enter the next cavern. Open the Treasure Chest to get the Fiend Blade inside. This sword replaces the Steel Edge, but not the Striking Scimitar.

Return to the previous cavern. Ride a giant air bubble up to the center Teleporter. Step on the Teleporter. Retrace your steps through the caverns. Exit through the entrance to Fairy Pond. The big vortex vanishes. Swim into the small vortex. Return to Inoa.

NOTE



Puzzle #5—If you decide to open the Treasure Chests in this cavern, including the one in the far upper left corner, they contain only Herbs.



CHAPTER TWENTY

THE QUEST TO SAVE ELENE



INOA VILLAGE

OBJECTIVES	ENEMIES	ITEMS FOUND
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- | | | |
|---|--|---|
| <ul style="list-style-type: none">➤ Talk with Lutas.➤ Talk with Meia.➤ Talk with Ronan.➤ Talk with Jess.➤ Talk with Septimus.➤ Talk with Gustav.➤ Enter Elene's nightmare.➤ Save the game. | <ul style="list-style-type: none">➤ None | <ul style="list-style-type: none">➤ Small Key➤ Jess's diary➤ Broken Armor |
|---|--|---|

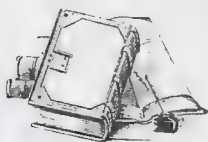
LUTAS'S HOUSE

Talk with Lutas. Exit the house. Talk with Meia. Follow Meia to the Sanctuary.

THE SANCTUARY

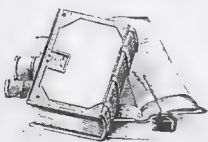
Talk with Meia. Enter the Sanctuary. Talk with Ronan. Exit the Sanctuary. Return to Jess's house.

NOTE



Puzzle #3—If you decide to open the Treasure Chests by climbing up the steps hidden behind the ledges to either side, they contain only Herbs.

NOTE



Puzzle #4—You can reach three more Treasure Chests by exploring the area under the pool of water thoroughly, even though you can't see your path. Open the chests to get the Herbs inside. Press the ☐ button every time you can't walk any farther in one direction, just in case you're near a Treasure Chest you can't see.

JESS'S HOUSE

Talk with Jess. Try to leave the house. Talk with Jess again. Go upstairs to sleep. Talk with Meia when you wake up the next morning.

A Small Key + A Jess's diary + A Broken Armor

Septimus gives you the Small Key after the funeral. Jess's turquoise chest opens for you automatically because you have the Small Key. Get the Jess's diary and the Broken Armor inside. Save your game when you wake up the next morning.

GUSTAV'S HOUSE

Talk to Gustav outside of Jess's house. Follow Gustav to his house. Talk with the villagers outside his house. Proceed inside to Elene's bedroom. Talk with the everyone in the room, including Meia and Septimus. Enter Elene's nightmare.

INSIDE ELENE'S NIGHTMARE

OBJECTIVES

- > Locate the entrance to Elene's nightmare sub-dungeons.
- > Save the game.

ENEMIES

- > Gargoyles
- > Feelers

ITEMS FOUND

- > Strength Elixir
- > Herbs
- > Gilded Falcon
- > Key

INSIDE ELENE'S NIGHTMARE

Meia joins you inside Elene's nightmare to help you.

Puzzle #1 + Strength Elixir

Climb up the slabs to the first arrow pointing down. Jump down to the ledge below. Avoid the spike balls. Step on the floor switch to activate it. Climb up the slabs to the upper left arrow pointing up. Jump down to the Treasure Chest below. Open the chest to get the Strength Elixir inside.

Puzzle #2

Jump down to the ledge below. Walk up to step on the plain Teleporter. Destroy the Gargoyles and the Feelers. Step on the floor switch to activate it. Jump up to step on the plain Teleporter.

Puzzle #3 + Herbs

Climb up the slabs to the next arrow pointing up. Jump down to the ledge below. Avoid the spike balls. Walk up to step on the plain Teleporter. Follow Meia up to step on the next Teleporter.

Climb up the slabs to step on the plain Teleporter. Avoid the spike balls. Very quickly, while Meia activates floor switches to make small floating slabs appear, jump from slab to slab before they fall. Keep an eye on where Meia jumps. The locations of the switches corresponds to the locations of the slabs.

You activate a floor switch once you make it to the opposite ledge, lowering a barrier and allowing Meia to walk across to your side. Follow Meia up to step on the next Teleporter.

Puzzle #4 + A Gilded Falcon + Herbs

Jump down to the ledge below. Walk up to step on the plain Teleporter. Walk around under the pool of water until you can reach the Treasure Chest on the ledge above the switch. Open the chest to get the Gilded Falcon inside. Walk down to throw the switch on the far left. Step on the Teleporter on the ledge below the switch.



Puzzle #5 + A Key

Jump from the ledge onto the top of Meia's head. Jump off of Meia's head onto the opposite ledge. Climb up the ladder. Jump up to step on the floor switch from the barrel. Two barriers open.

Grab the barrel. Jump down and across the barriers to the left. From the lower ledge, place the barrel up against the upper ledge. Climb up the ladder. Jump up to open the Treasure Chest to get the Key inside.

Without stepping on the Teleporter between the barriers, jump down. The last barrier opens for you automatically because you have the Key. Walk up to step on the Teleporter.

Puzzle #6

The four alternating symbols inside the small crystal in the center of the open area—diamond, fire, pyramid, water—correspond to each of four larger crystals blocking plain Teleporters.

Destroy the small crystal. One of the four plain Teleporters becomes accessible, as well as a purple Teleporter underneath the small crystal. Step on the purple Teleporter to transport you to a Blue Diary and Rejuvenation Pads. Save your game. Return to the open area.

THE NIGHTMARE SUB-DUNGEONS

Step on the newly accessible Teleporter to transport you to one of four sub-dungeons. Although I recommend the following sequence, you can enter the sub-dungeons in any order.

WATER DUNGEON

OBJECTIVES	ENEMIES	ITEMS FOUND
> Find Elene. > Save the game.	> Lizards	> Herbs > Key

Puzzle #1

Jump from column to column. Avoid the spike balls. Step on the first floor switch to activate it. A second floor switch appears on another column. Very quickly, jump on the second floor switch to activate it before it disappears. You must now jump from switch to switch until you have activated a total of ten switches.

Once all the switches have been activated, the spike balls stop dropping into the water. Swim up to step on the Teleporter in the upper left side of the chamber.

Puzzle #2 + Herbs + A Key

In the next chamber, jump into the water and swim around the islands to step on the Teleporter in the lower right side of the chamber.

Step on the floor switch to activate it. Step on the Teleporter. Return to the "ten switch" chamber. Jump into the water and swim around the columns to step on the Teleporter in the lower right side of the chamber.

Climb up the ladders. Avoid the spike balls. Destroy the Lizards. Open the Treasure Chests to get the Herbs and Key inside. Return to the chamber where you swam around the islands.

Puzzle #3

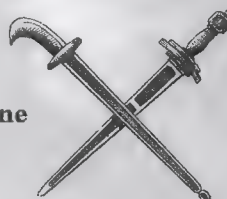
You and Meia must now *simultaneously* jump from switch to switch until you have both activated all the switches on your respective side of the chamber. Jump into the water and swim up to the doorway. The door opens for you automatically because you have the Key. You've found Elene.

TIP

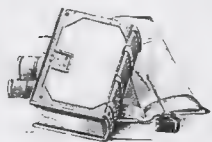


Puzzle #1—If you haven't mastered the art of jumping yet, try this: instead of continually resting your thumb on the X button, lift your thumb off the button just slightly. When you need to jump, very quickly "pop" your thumb on and off the X button.

Resting your thumb on the jump button leads to inefficient, sloppy jumps. Often, you'll end up jumping long after (in *Alundra* time, a split-second!) you needed to.

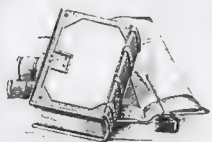


NOTE



Puzzle #1—Appearances can be deceiving when approaching some of the switches. From all appearances, it seems as if you've got no place to land. However, there's actually plenty of room. So don't hesitate for a moment, or you'll have to reset the puzzle.

NOTE



Puzzle #2—To get the Herbs inside the Treasure Chests, first break only *one* section of stone blocks to either side. Jump up onto the remaining section of blocks. Jump across the lava up onto the untouched blocks on the opposite side. Jump up to the chest. Exit and reenter the chamber to reset the puzzle so you can open the other chest.

THE HIDDEN EYE

OBJECTIVES

> Destroy the Hidden Eyes.

ENEMIES

> Hidden Eyes

ITEMS FOUND

> None

WALKTHROUGH

Although very similar to the Gelatinoid you fought earlier, these bosses don't break down into many smaller Slimes. Accordingly, your strategy for destroying them is altered.

Focus your attacks on each boss's single independent, free roaming eye instead. Strike each boss repeatedly to force its eye down from the top of its body, then quickly attack the eye several times. I found that using a combination of attacks from the Legendary Sword (or the Fiend Blade, depending on which one you have) along with the Hunter's Bow produced the quickest results.

Destroy the small crystal after you defeat the Hidden Eyes. Return to the open area. Another of the four plain Teleporters has become accessible.

FIRE DUNGEON

OBJECTIVES

> Find Elene.
> Save the game.

ENEMIES

> Turtles
> Lizards

ITEMS FOUND

> Herbs
> Key

Puzzle #1

Jump across the floating slabs to the ledge on the left side of the chamber. Throw the switches in the following order: lower, upper, pause, upper. A barrier opens. Jump across the floating slab to step on the Teleporter on the right side of the chamber. Avoid the spike balls.

Step on the floor switch to activate it. Step on the Teleporter. Return to the previous chamber. Jump across the floating slab. Walk up to enter the next chamber through the open doorway.

Puzzle #2 + Herbs + A Key

Jump across the floating slabs and islands to the upper ledge. Use Mining Bombs to destroy the Turtles. Step on the Teleporter on the left side of the chamber. Use your Iron Ball to break the piles of stone blocks trapping Meia on the right side of the chamber. Avoid the jets of fire. Step on the Teleporter on the upper right.

Destroy the Lizards. Walk down to cross the wooden footbridge. Walk left (or right) and up. Step off into space at the small fire symbol. Press the  key *briefly* to ensure you land on one of the two Treasure Chests. Open the Treasure Chests to get the Key and Herbs inside.

Walk up to step on the Teleporter. Return to the chamber where you broke the blocks.



Puzzle #3

Use your Iron Ball to break the piles of stone blocks on the left side of the chamber. Avoid the jets of fire. Step on the Teleporter on the upper left.

Over a dozen jets of fire discharge repeatedly within the next chamber. The openings that emit the jets come in two sizes, small and large. One by one, grab each of the four boulders from the top of the chamber and place them over each of the four *large* openings while the jets are inactive. A barrier opens.

Walk up to the doorway. The door opens for you automatically because you have the Key. You've found Elene.

THE HIDDEN EYE

OBJECTIVES

> Destroy the Hidden Eye.

ENEMIES

> Hidden Eye

ITEMS FOUND

> None

WALKTHROUGH

Remember, focus your attacks on the eye. Strike the boss repeatedly to force its eye down from the top of its body, then quickly attack the eye several times.

Fighting this Hidden Eye is both easier and harder at the same time. Easier, because there's only one boss. Harder, because you don't want to fall off the small islands into the lava below. Although I still would use a combination of attacks from the Legendary Sword (or the Fiend Blade) and the Hunter's Bow, I would definitely rely more heavily on the bow this time in order to keep my distance.

Destroy the small crystal after you defeat the Hidden Eye. Return to the open area. Another of the four plain Teleporters has become accessible.

NOTE

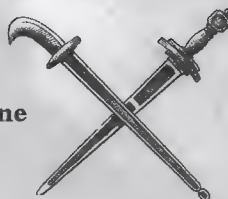


Puzzle #2—To reach the other chest—the one you didn't land on—simply jump across the gap.

CAUTION!



Puzzle #3—Avoid the jets of fire, or the boulder you're carrying shatters before you can place it.



DIAMOND (ICE) DUNGEON

OBJECTIVES

- > Find Elene.
- > Save the game.

ENEMIES

- > Feelers

ITEMS FOUND

- > Life Vessel
- > Herbs
- > Key

Puzzle #1 + A Life Vessel

Be careful, the ground is slippery with ice. Either use your Iron Ball to smash the ice columns or push the ice columns around to gain access to other areas. Destroy any Feelers you encounter along the way.

Walk left and up to reach the Treasure Chest. Open the chest to get the Life Vessel inside. Walk down and right. There are four openings within this icy zone: Two small openings, one at the top and one at the bottom, and two large openings in the middle. Jump into the uppermost *large* opening.

You land on a platform beside a Teleporter. Walk right to jump down to step on another Teleporter. You materialize in a chamber with Meia. Jump up onto the small post, then up onto the top of Meia's head. Your combined weight activates the floor switch. Step on the Teleporter. Return to the previous chamber.

Puzzle #2 + Herbs + A Key

Step on the eye-shaped Teleporter. You materialize above a plain Teleporter. Walk down to step on the Teleporter. Use the Teleporters to return to the chamber in Puzzle #2 of the Fire Dungeon.

Jump up onto the left boulder. Jump up onto the diamond column. Jump up to the Treasure Chest. Open the chest to get the Key inside. Repeat the process to get the Herbs on the other side. Use the Teleporters to return to the icy zone.

Puzzle #3

Jump into the uppermost *large* opening. Once again you land on the platform beside the Teleporter. Push the ice columns into positions that either activate the floor switches, or allow you to reach the floor switches to activate them yourself, *without* falling off the narrow ledges. I recommend pushing the ice columns and activating the floor switches in the following order:

1. Walk left. Push the ice column left, into the basin. Jump across the basin onto the column, then onto the ledge. Walk up to step on the floor switch. Jump back to the platform.
2. Walk down. Push the ice column down, into the basin. Jump across the basin onto the column, then onto the ledge. Walk left to step on the floor switch. Jump back to the ledge.
3. Push the ice column right, into the basin. Jump across the basin onto the column, then onto the ledge. Walk down and right. Push the ice column to the right, onto the floor switch.
4. Walk left and up. Push the ice column up, into the basin. Jump across the basin onto the column, then onto the ledge. Walk left to step on the floor switch. Retrace your steps to the platform.
5. Walk to the right and up. Push the ice column on the far right up. Jump *diagonally* across the gap to the left. Push the ice column to the right, onto the floor switch.

A barrier opens. Walk left and down, *without* falling off the narrow ledges. Jump down into the basin. Walk up to the doorway. The door opens for you automatically because you have the Key. You've found Elene.



THE HIDDEN EYE

OBJECTIVES

- Destroy the Hidden Eye.

ENEMIES

- Hidden Eye

ITEMS FOUND

- None

WALKTHROUGH

As always, focus your attacks on the boss's eye. Strike the boss repeatedly to force its eye down from the top of its body, then quickly attack the eye several times.

Fighting this Hidden Eye is totally easy compared to your previous battles. Easier, because there's only one boss. Easier, because you don't have to worry about falling into lava. Once again, I used a combination of attacks from the Legendary Sword (or the Fiend Blade) and the Hunter's Bow.

Destroy the small crystal after you defeat the Hidden Eye. Return to the open area. The last of the four plain Teleporters has become accessible.

PYRAMID (SAND) DUNGEON

OBJECTIVES

- Find Elene.
- Save the game.

ENEMIES

- Sandworms

ITEMS FOUND

- Gold Bar
- Herbs
- Key
- Steel Flail

Puzzle #1 + A Gold Bar + Herbs

Walk left and up, past the Treasure Chests on the ledge, to step on the Teleporter. Destroy any Sandworms you encounter along the way. Quickly walk straight up after you materialize. You fall through the sand onto the ledge with the two Treasure Chests. Open the chests to get the Gold Bar and Herbs inside.

Puzzle #2

Jump down to step on the Teleporter in the upper left corner. Put on the Sand Cape when you materialize to pass under the low arch in the upper left corner. Step on the Teleporter. Step on the floor switch to activate it.

Character control switches over to Meia when she appears. Jump from the ledge onto the top of Alundra's head. Jump off of Alundra's head onto the opposite ledge. Step on both floor switches to activate them. A barrier opens, and two small floating slabs appear. Character control switches back to Alundra.

Puzzle #3 + A Key + A Steel Flail

Climb up the floating slabs to use the Teleporter on the Southern ledge. Put on the Sand Cape when you materialize to pass under the low arch. Go through the low arch in the upper right corner. Step on the Teleporter. Step on the floor switch to activate it. Step on the Teleporter. Return to the chamber from Puzzle #1.

Walk down to step on the Teleporter in the lower left corner. Climb up the slabs. Avoid the spike balls. Toss a Mining Bomb down onto the switch from the step just above. Once the switch has been activated, the spike balls stop dropping onto the slabs.

Walk down a few slabs. Jump across the gap onto a column. Jump from column to column to reach the Treasure Chest. Open the chest to get the Key inside. Return to the chamber in which you controlled Meia.



Jump across the floating slabs to the upper ledge. Step on the Teleporter. Destroy the Sandworms. The first barrier opens. Destroy the Sandworms beyond. The second barrier opens. Walk up to the doorway. The door opens for you automatically because you have the Key. You've found Elene.

You're pulled out of Elene's nightmare and returned to Inoa. You're given the Steel Flail as a reward for your efforts.



CHAPTER TWENTY-ONE

THE MURGG ADVENTURE, PART ONE



INOA VILLAGE

OBJECTIVES	ENEMIES	ITEMS FOUND
> Talk with Meia. > Save the game.	> Murgg > Werewolf Giles	> None

JESS'S HOUSE

You wake up in your bedroom in the middle of the night. Proceed to Giles's house.

GILES'S HOUSE

Talk with the villagers at Giles's bedside. Go outside to destroy the Murgg. Go back inside the house to talk with Meia. Go upstairs to talk with the other villagers. Go back downstairs. Giles has transformed into a werewolf. After the Werewolf Giles vanishes, you wake up the next morning in your bedroom. Save your game.

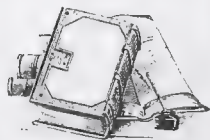
OUTSIDE INOA VILLAGE

OBJECTIVES	ENEMIES	ITEMS FOUND
> Talk with Lurvy.	> Slimes > Lizards	> Ancient Armor

LURVY'S HOUSE

Proceed to Lurvy's house. Destroy any Slimes or Lizards you encounter along the way. Lurvy takes the Broken Armor from your inventory to fashion it into an Ancient Armor. The Ancient Armor automatically replaces the Leather Armor in your permanent inventory. Return to Inoa.

NOTE



Puzzle #2—If you happen to fall off the ledge, step on the floor switch to activate it. Four Mushroom People drop into the pitfall with you. Watch out for the spore clouds they release. Destroy the Mushroom People, and a column drops from the ceiling. You can jump from the switch to the column, then up to the ledge.

INOA VILLAGE

OBJECTIVES

> Talk with Meia.

ENEMIES

> None

ITEMS FOUND

> Explosive Device

GILES'S HOUSE

Proceed to Giles's house. Talk with Meia. She gives you the Explosive Device. Now, it's time to pay a visit to the Murgg.

OUTSIDE INOA VILLAGE

OBJECTIVES

> Locate the entrance to the Murgg woods.

ENEMIES

> Turtles
> Lizards
> Things
> Murgg
> Mushroom People

ITEMS FOUND

> Life Vessels
> Magic Elixyr
> Gilded Falcon
> Herbs
> Strength Elixyr
> Gold Bar

TREASURE CAVE



Make your way to the Monument. Walk left and up. Destroy any Turtles or Lizards you encounter along the way. Grab the huge boulder blocking the entrance to a cave. Smash the boulder against the ground (see figure 21-1). Enter the cave.

Fig. 21-1

A Life Vessel + A Magic Elixyr + A Gilded Falcon + Herbs

Destroy the Thing. Use your Fire Wand to burn down the thorn bushes. Walk down the stairs. Jump down to the bottom of the chamber.

By levels, starting with the ground floor, work from left to right, bottom to top. Use Super Seeds to reach the upper ledges. Open all of the Treasure Chests to add the following items to your inventory:

LEVEL ONE:

Life Vessel
Magic Elixyr

LEVEL TWO:

Gilded Falcon
Herbs

The remainder of the Treasure Chests are actually Things to be destroyed. Exit the cave.



MURGG WOODS

Use the broken columns outside the cave to jump up to the upper ledges. Jump right, across to the huge boulder blocking your progress. Smash the boulder against the ground. Pass the three opened Treasure Chests to climb up the stairs. The barrier is automatically destroyed because you have the Explosive Device. Enter the Murgg woods.

Puzzle #1 + Herbs

Walk left and up to the Treasure Chest. Open the chest to get the Herbs inside. Go back to climb up the steps. Walk to the right. Push the huge boulder off the ledge. It shatters the boulder beneath it, opening another entrance to the Murgg woods.

Puzzle #2 + Herbs

Walk left and up, through the trees, to the small steps. Two Murgg drop a spike ball in front of you to block your progress. Use your Fire Wand to burn down the thorn bush to the left. Enter the cave. Walk right and up. Jump *diagonally* to reach the Treasure Chest. Open the chest to get the Herbs inside. Exit the cave.

Puzzle #3

Walk right and up. Pass the cave on the right for now. Use your Fire Wand to burn down the thorn bush. Enter the next cave. Strike the pile of stone blocks with your Steel Flail. Exit the cave.

Puzzle #4 + Herbs + A Strength Elixir + A Gold Bar

Walk back to enter the first cave. Walk up, left, and down to step on the floor switch. Several floating slabs appear temporarily. Quickly dash up to the top of the cavern by way of the slabs. Avoid the spike balls. Use a Mining Bomb to blow away the rocks in front of the opening. Destroy the Murgg. Walk left and up, under the barrier, into the next cavern. Boulders begin to fall from the ceiling. Quickly dash across the wood scaffold to the three Treasure Chests. Open the chests to get the Herbs, Strength Elixir, and Gold Bar inside. Exit the cavern.

Puzzle #5 + A Life Vessel

Walk left and up. Throw the switch. A barrier lowers temporarily. Quickly climb up to the ledge on the far right. Jump across the columns to the opposite ledge. Avoid the jets of fire.

Hurry left across the top of the barrier. Avoid the spike balls. Jump down across the columns to exit the cave. Walk down and left to the Treasure Chest. Open the chest to get the Life Vessel inside. Return to the cave.

Puzzle #6

Jump up across the columns. Walk left and up. Enter the next cavern. Destroy the Mushroom People. Use your Steel Flail to destroy the last monster. Watch out for the spore clouds they release. A barrier opens.

Walk down and left. Destroy the Murgg. Walk left across the scaffold, then up, left, and up. Walk down the stairs. Destroy the Murgg. Throw the switch. A barrier opens. Quickly climb up the stairs and dash to the left under the barrier. Now, jump back over the barrier to retrace your steps to the scaffold.

This time, walk down, right, down, and left. Enter the next cavern. Something's waiting for you.

THE STONE GOLEM

OBJECTIVES ENEMIES ITEMS FOUND

- > Destroy the Stone Golem.
- > The Stone Golem
- > Wonder Essence

WALKTHROUGH

This boss is easy to destroy. It explodes in green flames after just a few charge attacks from either your sword or your morning star.

NOTE



Puzzle #2—If you step on the Health Rejuvenation Pad, your health is fully restored...but three Murgg drop into the room to attack you.

NOTE



THE FLOOR SWITCH PUZZLE

The floor switch puzzle is easy to negotiate once you know what the six switches actually do. This information comes in handy throughout the rest of the Murgg woods level.

Left scaffold, upper switch: lowers or raises the middle barrier

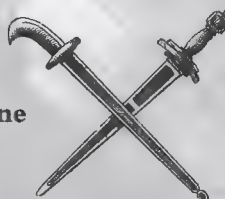
Left scaffold, lower switch: lowers or raises the left barrier

Middle scaffold, upper switch: lowers the right barrier, raises the middle barrier

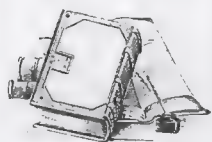
Middle scaffold, lower switch: raises right and left barriers

Right scaffold, upper switch: lowers the middle barrier, raises the left barrier

Right scaffold, lower switch: lowers the left barrier



NOTE



Puzzle #5—There are two sets of thorn bushes down and to the right. The path behind the one on the left is the one I ask you to follow. The paths behind the two on the right simply lead back to the cavern from Puzzle #10.

TIP



Puzzle #5—Use yourself as bait to activate the dark Mushroom People, then lure them into a distant corner to destroy them. The light Mushroom People will remain stationary and nonthreatening.

CAUTION!



Puzzle #6—Be careful not to walk down too far, or you pass a point of no return. If that happens, you have to retrace your steps through the caverns to get back to where you are now.

A Wonder Essence

Walk up into the next chamber to the Treasure Chest. Open the chest to get the Wonder Essence inside. Throw the switch. Walk left and climb up the steps to exit the cave.

THE MURGG WOODS

OBJECTIVES

- > Locate the entrance to the Murgg colony.

ENEMIES

- > Murgg
- > Mushroom People

ITEMS FOUND

- > Willow Bow
- > Strength Tonic
- > Gilded Falcon

MURGG WOODS

Walk left, climb up and right, then walk up. The Murgg drop a Treasure Chest you can't yet reach.

Puzzle #1 + A Willow Bow

Use your Fire Wand to burn down the first thorn bush. Climb up the steps. Use your Fire Wand to burn down the second thorn bush. Walk left to enter the cave.

Destroy the Murgg. Walk left and down to exit the cave. Open the Treasure Chest to get the Willow Bow inside. This bow replaces the Hunter's Bow in your permanent inventory. Walk left and up to activate the final Teleport Archway. Save your game.

Puzzle #2

Reenter the cave. Destroy the Murgg. Walk up, right, and down through the opening in the center of the chamber. Jump up onto the small rock. Jump up to step on the Teleporter. This is your first look at the floor switch puzzle (see note "The Floor Switch Puzzle"). Step on the Teleporter to return to the Murgg woods through the previous cavern.

Puzzle #3

Jump down to enter the cave below you. Walk down through the opening. A barrier slams shut behind you. Destroy the Murgg to reopen the barrier. Walk up through the opening. Destroy the Murgg. Walk through the new opening to the right. Step on the Teleporter.

Puzzle #4 + A Strength Tonic

Walk up past the lower floor switch to step on the upper floor switch. Step on the Teleporter. Walk right, through the opening. Destroy the Murgg. Step on the lower left Teleporter. Quickly walk right and down to exit the cave. Walk through the trees to the Treasure Chest. Open the chest to get the Strength Tonic inside. Reenter the cave. Step on the Teleporter above you.

Puzzle #5

Step on the upper floor switch. Walk down to step on the lower floor switch. Step on the Teleporter below you. Dash out the opening below you after you materialize. Use your Fire Wand to burn down the small thorn bush.

Walk down, right, and up. Use your Fire Wand to burn down the first thorn bush. Climb up and around to burn down the second thorn bush. Walk up, left, and up to enter the cave.

Destroy *only* the dark Mushroom People. Use your sword to guarantee accuracy. Walk through the opening in the lower left corner of the cavern. Walk around to step on the Teleporter.

Puzzle #6

Walk right, across the lowered barriers, to step on the Teleporter. Walk over to the wood scaffold. Destroy the Murgg. Cross the scaffold to exit the cave.

Walk down the steps. Walk right, up, and right to the column. Push the column to the right. You now have access to the Teleport Archway from above as well. Save your game.

A Gilded Falcon

Walk up and right, over the top of the cave. Open the Treasure Chest to get the Gilded Falcon inside. Return to the glade just above the Teleport Archway. Walk up the steps.



CHAPTER TWENTY-TWO

THE MURGG ADVENTURE, PART TWO



THE MURGG COLONY

OBJECTIVES ENEMIES ITEMS FOUND

- | | | | |
|---|-----------------|-------------------|-----------------|
| > Locate the entrance to Zazan's chamber. | > Murgg | > Wonder Essences | > Gilded Falcon |
| | > Things | > Gold Bars | > Life Vessels |
| | > Fire Phantoms | > Strength Tonics | > Key |
| | | > Herbs | > Elevator Key |
| | | > Gilders | |

MURGG COLONY

The Murgg immediately take you prisoner.

Puzzle #1 + A Wonder Essence + A Gold Bar + A Strength Tonic + Herbs

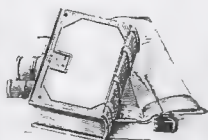
Talk to the prisoner in the cell next to you. Use a Hand Grenade to blow a hole in the back wall of your cell. Work your way through the simple maze of passageways to the stairs.

This maze is fairly straightforward, as mazes go. There's not much chance of getting lost. Open all of the Treasure Chests to add the following items to your inventory:

- > Wonder Essence > Gold Bar > Strength Tonic > Herbs

Two Things and several Murgg are lurking about in the passageways. Climb up the stairs to exit the maze.

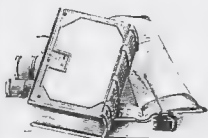
NOTE



Puzzle #6—Grab the barrel. Return to the chamber where you threw the switch to start the floating slabs moving.

Place the barrel up against the wooden ledge like a step. Jump up to the Treasure Chest. Open the chest to get the Wonder Essence inside. Retrace your steps to your last position.

NOTE



Puzzle #8—The row of thatch-roofed huts along the very bottom of the colony is usually free of Murgg. The other ex-prisoner initially hides in the hut in the lower left corner, while a Blue Diary, a Health Rejuvenation Pad, and a Magic Rejuvenation Pad await you in another hut a few doors to the right.

Puzzle #2 + Herbs

Destroy the Murgg. A barrier opens. Grab the barrel from the lower left corner of the chamber. Exit the chamber through the newly opened doorway.

Walk down the stairs. Place the barrel up against the wooden ledge like a step. Jump down, from ledge to ledge, over the spike balls. Jump down and open the Treasure Chest to get the Herbs inside. Exit the chamber.

Puzzle #3 + Herbs + Gilders

You're standing outside one of the three entrances into the Tower of the Great Tree. Walk left, past the middle entrance, through the entrance on the far left. Climb up the first set of stairs. Open the Treasure Chest to get the Herbs inside. Avoid the spike ball.

Climb up the second set of stairs. Avoid the spike ball. Climb up the third set of stairs. Open the Treasure Chest to get the Gilders inside. A barrier slams shut behind you. Two additional barriers seal off the chamber.

Murgg begin attacking you in waves: one regular Murgg, followed by two regular Murgg, then three Murgg archers, followed by four Murgg boomerang throwers. Destroy the Murgg to reopen the first barrier. Five regular Murgg drop in to attack you. Destroy them as well to reopen the two remaining barriers. Exit through the newly opened doorway at the top of the chamber.

Puzzle #4

Destroy the two Murgg archers to open the barrier. Walk down through the middle chamber into the lower chamber. Two barriers slam shut, sealing off the chamber. Defend yourself from the Murgg so you can throw the switch to reopen the barriers. Walk up the narrow steps along the right wall into the next chamber.

Puzzle #5

Jump down to the floor. Walk straight up to throw the switch. The floating slabs start moving. Four Murgg drop into the chamber. Destroy the Murgg. Walk back into the middle chamber you passed through before.

Climb up onto the ledge. Jump right, onto the floating slab. Jump right again, onto the next ledge. Jump down onto the floating slab. Jump down onto the elevated floor switch. Quickly jump down onto the floating slab. Quickly jump right, onto the ledge. Enter the next chamber.

Puzzle #6 + Herbs + A Strength Tonic + A Wonder Essence

Avoid the spike balls. Walk up into the upper chamber. A barrier slams shut behind you. Jump up into the air and toss a few Mining Bombs up on the ledge to destroy any Murgg archers and reopen the lower barrier. The barrier above you also opens. Walk up to enter the next chamber.

Destroy the Thing. Open the Treasure Chests to get the Herbs and the Strength Tonic inside. Climb up the steps to exit the chamber.

Puzzle #7

Walk down, left, down, and right. Avoid the spike balls. Destroy the Murgg. Enter the next chamber. Two barriers slam shut, sealing off the chamber. Destroy the Murgg to reopen the barriers. Exit through the newly opened doorway at the bottom of the chamber. Ignore the Treasure Chests for now.

Puzzle #8

Walk left to jump down onto the scaffold below you. Walk left and up to jump into the chimney. The Treasure Chest is locked. Walk down and left—down the stairs, not out the doorway.

Walk down and to the right. Destroy the Murgg. Walk up to the other cell to release the prisoner. Follow him back upstairs. He opens the chest and the barrier blocking the doorway. Exit the chamber.

Puzzle #9

Walk right, past the left entrance, through the entrance in the middle. Destroy the Murgg. The door above you is locked. Exit the tree. There is a row of thatch-roofed huts along the very bottom of the colony. You find the other ex-prisoner in the hut in the lower left corner.



Talk to the man to get him to come with you. Return to the entrance in the middle of the tree. Destroy the Murgg. Once again, talk to the other ex-prisoner. He opens the locked door. Enter the next chamber. Jump on the floating slab.

Puzzle #10 + A Gold Bar

Dodge the Fire Phantoms being spit into the chamber by the multiple spigot contraption. Open the Treasure Chest in the upper right corner to get the Gold Bar inside. Enter the chamber below you.

Walk right, down, and left. You can destroy the Murgg, but more continually replace their fallen comrades. Push the column nearest the barrier up to open the barrier. Enter the next chamber. The door above you is locked. Head South to exit the tree.

Puzzle #11 + A Gilded Falcon

Walk all the way to the right. Open the Treasure Chest in the upper right corner to get the Gilded Falcon inside. Climb down the ladder below the chest. Walk down to step on the floor switch below you to activate it. Another ladder descends to the ground, but don't use it yet. Walk all the way to the left to reenter the tree.

Puzzle #12 + A Life Vessel + Gilders + A Gold Bar

Walk to the right. Avoid the Murgg boomerang thrower. Jump up into the hole. You land next to one of the Treasure Chests you ignored earlier. Open the chest to get the Life Vessel inside. Exit through the doorway at the bottom of the chamber. Walk left to jump down onto the scaffold below you. Walk left and up to jump onto the roof of the hut. Jump down to the ground.

Walk all the way to the far upper right of the clump of trees. Climb up the ladder you lowered earlier. Walk all the way to the left to reenter the tree. Walk to the left. Avoid the Murgg boomerang thrower. Jump up into the hole. You land next to another of the Treasure Chests you ignored earlier. Open the chest to get the Gilders inside.

Repeat the process. Jump into the middle hole. Press the  key to ensure you land on the ledge with the third Treasure Chest. Open the chest to get the Gold Bar inside. Repeat the process yet again. This time, jump across the middle hole onto the floating slab.

Puzzle #13 + Herbs + A Gold Bar

Jump up onto the ledge. Enter the next chamber. Walk up to throw the switch. Avoid the spike balls. A barrier opens. Enter the next chamber through the newly opened doorway. Walk over to the left side of the chamber. Destroy the Murgg.

Grab the barrel that drops from the ceiling. Walk over to the right side of the chamber. Place the barrel against the ledge like a step. Climb up to the ledge. Open the Treasure Chests to get the Herbs and Gold Bar inside.

Puzzle #14 Gilders + A Strength Tonic + Herbs

Walk over to the left side of the chamber. Ignore the stairs. Use a Mining Bomb to blast away the rubble blocking the hole. Jump into the hole. Open all of the Treasure Chests to add the following items to your inventory:

➤ Gilders ➤ Strength Tonic ➤ Herbs

There are also two Things to be destroyed. Enter the next chamber.

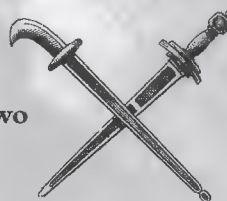
Puzzle #15 + A Life Vessel

A barrier slams shut behind you. Destroy the Murgg. A floating slab drops to the ground. Jump up onto the ledge from the slab. Jump from ledge to ledge to reach the bottom left corner of the chamber. Avoid the spike balls. Step on the floor switch to activate it. A barrier opens.

Exit the tree through the doorway at the bottom of the chamber. Walk all the way to the left. Open the Treasure Chest in the upper left corner to get the Life Vessel inside. Walk right and down to enter the tree once again.

Puzzle #16 + Herbs + A Key

Walk right to enter the next chamber through the open doorway. Destroy the Murgg. Climb up the stairs. Avoid the spike balls. Destroy the Murgg. A barrier opens. Enter the upper passageway through the open doorway. Walk left and up. Jump into the hole.



You land on a ledge. Walk straight down to a Treasure Chest you ignored earlier. Open the chest to get the Herbs inside. Walk up and right. Step on the floor switch to activate it. A barrier opens. Open the Treasure Chest to get the Key inside. Walk left and down to exit through the doorway at the bottom of the chamber.

Puzzle #17 + An Elevator Key

A barrier slams shut behind you. Destroy the Murgg to reopen the barrier. Walk left to exit the tree through the doorway at the bottom of the chamber. Walk left, up, and left. The door to the hut opens for you automatically because you have the Key. A barrier slams shut behind you. Destroy the Murgg. Open the Treasure Chest to get the Elevator Key inside. The barrier reopens. Exit through the doorway at the bottom of the chamber.

Puzzle #18

Jump down to the ground. Return to the entrance in the middle of the tree. Walk straight up to jump on the floating slab. Dodge the Fire Phantoms being spit into the chamber by the multiple spigot contraption. Enter the chamber below you. Walk right, down, and left. Enter the next chamber. Walk up to the locked door. Try to open it with the Elevator Key. The key doesn't work. Exit the tree.

Puzzle #19

Walk right to climb down the first ladder. Climb down the second ladder, the one you lowered earlier. You find the other ex-prisoner, not in the row of thatch-roofed huts along the very bottom of the colony, but in the solitary hut in the lower far right corner of the colony. Talk to the man to get him to fix the key.

Climb up the ladders. Return to the locked door. The door opens for you because you have the newly repaired Elevator Key. Enter the next chamber. Jump on the floating slab.

Puzzle #20

Destroy the Murgg. A barrier opens. Exit through the doorway at the bottom of the chamber. Climb up the ladders. You've found the entrance to Zazan's chamber!

ZAZAN

OBJECTIVES

> Destroy Zazan.

ENEMIES

> Zazan
> Murgg

ITEMS FOUND

> Agate Crest
> Garnet Crest

WALKTHROUGH

Zazan has two kinds of attacks, a spinning attack and a boulder-throwing attack. Both attacks (the boulder-throwing attack in particular) are fairly easy to avoid. There are still a few things to note, nonetheless.

The only time you can damage Zazan is while he's not spinning. I achieved my best results with the Steel Flail. You probably won't have enough time to initiate a charge attack, but you can usually strike Zazan several times in a row while he's not spinning.

You can't damage Zazan while he's spinning, and in turn you take no damage from his wildly helicoptering arms. However, he can still damage you if he runs into you with his body, or vice versa. Sporadically, several Murgg appear to help Zazan. Quickly destroy the Murgg to get them out of your way.

Inflict enough damage on Zazan, and he explodes in green flames. You've destroyed Zazan!

An Agate Crest + A Garnet Crest

Two Treasure Chests drop from the ceiling. Open the chests to get the Agate Crest and the Garnet Crest inside. These are the Crests from the empty Treasure Chests earlier in your quest. Return to Inoa.



CHAPTER TWENTY-THREE



MT. TORLA

INOA VILLAGE

OBJECTIVES	ENEMIES	ITEMS FOUND
------------	---------	-------------

- | | | |
|--|---|---|
| <ul style="list-style-type: none">> Talk with Naomi.> Talk with Yuri.> Save the game. | <ul style="list-style-type: none">> None | <ul style="list-style-type: none">> None |
|--|---|---|

NAOMI'S HOUSE

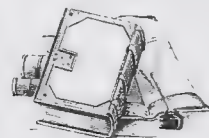
Talk with the Inoan villagers before you proceed to Naomi's house. Talk with Naomi. Leave her house. Talk with Naomi's husband, Yuri, outside. Before you move on to the Northeast territory, it's time for a visit to Captain Merrick.

OUTSIDE INOA VILLAGE

OBJECTIVES	ENEMIES	ITEMS FOUND
------------	---------	-------------

- | | | |
|---|---|--|
| <ul style="list-style-type: none">> Locate the entrance to Mt. Torla.> Locate the entrance to Wilda's chamber.> Save the game. | <ul style="list-style-type: none">> Slimes> Pukus> Scary Trees> Thing> Fire Phantoms> Turtles> Phoenixes | <ul style="list-style-type: none">> Recovery Ring> Herbs> Gold Bar> Gilded Falcons> Life Vessels> Wonder Essence> Key> Charm Boots> Fire Book |
|---|---|--|

NOTE



If you haven't done so yet, you may want to save your game at Jess's house.

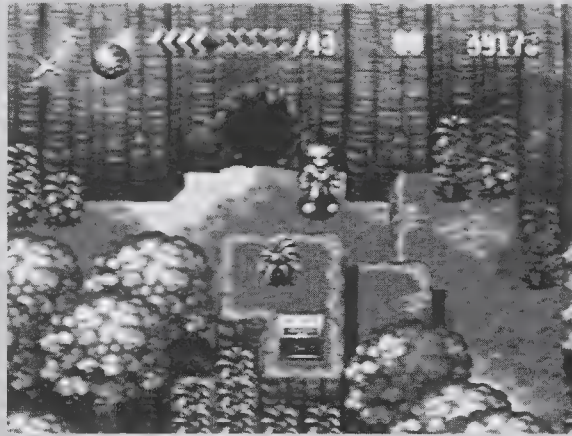
CAPTAIN MERRICK'S HOUSE

Return once again to the seashore.

A Recovery Ring

Captain Merrick rewards you with the Recovery Ring. Only two power-ups left in his store! The next power-up, at 45 Gilded Falcons, is a Life Vessel. After that? We'll see.... Proceed to the Northeast territory.

Herbs + A Gold Bar + A Gilded Falcon



Use your Mining Bomb to blow away the rubble blocking the cave entrance (see figure 23-1) in the Northeast territory. Proceed into the cave. Destroy the Slimes. Open the Treasure Chest to get the Herbs inside.

Jump into the water. Step on the Teleporter. Destroy the Thing when you materialize. Open the Treasure Chests to get the Gold Bar and the Gilded Falcon inside. Proceed to the Magyscar.

Fig. 23-1

THE MAGYSCAR

You start this part of your quest near the entrance to the Magyscar. Destroy any Slimes, Pukus, or Scary Trees you encounter along the way. Break the pile of stone blocks. Use the ledges to jump up and right, then down and across. Walk to the right, due East, over the first wooden footbridge. Negotiate the next set of ledges to continue East over the second wooden footbridge.

Puzzle #1

Don't step off the ledges. Walk down, right, and up. A pile of rubble is thrust into the air by a jet of water. Jump across onto the rubble pile. A second pile of rubble is thrust into the air by a jet of water. Continue jumping from pile to pile. The last pile rises into the air *after* you land on its surface. Jump across to the upper ledge.

MT. TORLA

Enter Mt. Torla.

Puzzle #1

Use your Fire Wand to light the torch on the left. A barrier opens. Use your Ice Wand to freeze the columns. Use your Steel Flail to shatter them. Walk up through the opening into the next chamber.

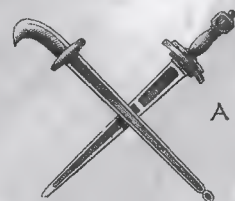
Puzzle #2

Jump up, across the columns along the left wall, to the upper ledge. Watch out for the Fire Phantoms and Turtles. Jump down from the ledge. Step on the floor switch to activate it. A barrier opens. Walk up through the opening into the next chamber.

Puzzle #3

Use your Ice Wand to freeze the Fire Phantoms one by one to create a footbridge across the lava to the opposite ledge. Jump up onto a frozen Fire Phantom very quickly, or it thaws. The Fire Phantom won't thaw as long as you're standing on it.

Take your time, and freeze the Fire Phantoms at heights you can jump to. If the Fire Phantom freezes at an obviously unsuitable height, let it thaw and try again. Walk up through the opening into the next chamber.



Puzzle #4 + Herbs

The passageway on the left leads to a purple Teleporter. Save your game, then return to the right passageway. Climb up the stairs into the next chamber.

Jump up onto the tops of the fire spouts to shut them off. Walk to the right. Open the Treasure Chest to get the Herbs inside. Exit the chamber through the doorway in the lower right corner.

Puzzle #5 + A Life Vessel

Run across the lava to the Treasure Chest. Open the chest to get the Life Vessel inside. Run back to climb up the steps. Walk right and down along the ledge. Enter the chamber from Puzzle #2. Jump left and up across the columns to the upper ledge. Walk up through the opening into the next chamber.

Puzzle #6 + A Wonder Essence

Jump across the gap to the opposite ledge. Walk up through the opening into the next chamber. Use the ledges to jump up and left, then down, up, and right. Jump to the right, over the narrow ledge. Jump up onto the tops of the fire spouts to shut them off. Walk up into the next chamber.

Use your Ice Wand to destroy all of the Phoenixes you encounter along the way. Use the ledges to jump up, left, down, right, and up. Jump right to reach the Treasure Chest. Open the chest to get the Wonder Essence inside. Jump back across, then up to the upper ledge. Walk up through the opening into the next chamber.

Puzzle #7

Use your Ice Wand to freeze the columns. Push the left column right, up, and right. Push the right column up and right. Jump up onto the small jut, then up onto the column, then up to the upper ledge. Use your Ice Wand to freeze the Fire Phantoms one by one to create a set of "stairs" across the lava to the upper ledge.

Freeze the first Fire Phantom from below, not the side. Freeze all subsequent Fire Phantoms a little higher than the one you're currently on, working your way back and forth, as well as *up*, across the lava. Jump up to the upper ledge. Walk up through the opening into the next chamber.

Puzzle #8

Use your Fire Wand to light the nine torches. The jumps aren't too difficult, but pick and choose your landing spots wisely. The barrier lowers once the torches are lit. Now, use your Ice Wand to douse eight of the nine torches. Once again, pick and choose your landing spots wisely.

Leave the torch closest to the barrier lit. Stand very near the edge of the ledge. Douse the last torch. Very quickly jump up on top of the barrier. The barrier rises, allowing you to exit the chamber.

Puzzle #9

Use your Ice Wand to destroy all of the Phoenixes you encounter along the way. A barrier vanishes in the upper part of the chamber. Jump into the hole. Destroy the Pukus. Walk straight down to the smallest column. Jump from column to column up to the upper ledge. Throw the switch. Quickly jump onto the floating slab. Jump down to the lower ledge. Exit the chamber.

A Key + Charm Boots

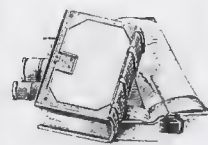
Open the Treasure Chests to get the Key and the Charm Boots inside. The Charm Boots automatically replace your old boots in your permanent inventory. Jump down to the purple Teleporter. Save your game, then return to the right passageway.

Puzzle #10

Walk up through the opening into the next chamber (don't take the stairs). Continue on the path into the next chamber. Walk around in the lava to activate and destroy all of the Phoenixes. Remember, even though your new boots protect you from the lava, you can still take damage from the jets of flame.

Grab the first boulder. Place it against the lower ledge on the left side of the chamber like a step. Grab the second boulder. Place it against the upper ledge along the top of the chamber like a step. Grab the first boulder. Place it on top of the second boulder so they form two steps. Jump up to the upper ledge. The door opens for you automatically because you have the Key.

NOTE



Puzzle #1—What can be done, can be undone. The Ice Wand also puts out any torches accidentally lit by the Fire Wand.

TIP



Puzzle #4—You're in no danger from the fire spouts if you can approach them on a diagonal, rather than head on.



TIP



Puzzle #12—Employ the usual jumping strategies: edge out to hang in space before you jump, and watch your shadow for where you'll land.

NOTE



Puzzle #15—Relax, you're not doing anything wrong. The last two torches in this chamber, and the last three torches in the other chamber, have sweet spots so small, human science can't measure them. The secret is to press the ☐ and the ☒ buttons one after another repeatedly—and very quickly!

Puzzle #11

Immediately activate the "Venus de Milo" sculpture. This puzzle requires that you light seven torches inside seven chambers in the proper order.

Clockwise, starting with the torch closest to the sculpture, the torches are numbered One through Seven. Number Seven is located in the chamber just below the octagonal slab.

3	4	5
2	slab	6
	7	
	1	

There are also several archways surrounded by lava—some obvious, some out of sight—that allow you to pass between the chambers after the barriers have dropped. Use your Fire Wand to light the torches in the following order: 1, 5, 6, 7, 2, 3, 4.

By now, all the barriers have dropped. Step on the octagonal slab to reopen all the barriers, including the one blocking the way out. Exit the puzzle through the newly opened doorway to the left of torch Number

Puzzle #12 + A Gilded Falcon

Jump off either side of the scaffold. Activate and destroy all of the Phoenixes. Walk around the chamber planting Super Seeds in every available holder. Jump up into the air to toss the seeds onto the holders.

Walk down to the lower right corner of the room. Jump from plant to plant up to the ledge with the Treasure Chest. Open the chest to get the Gilded Falcon inside. Step on the Teleporter to return to the scaffold.

Puzzle #13

Use your Fire Wand to burn down the thorn bushes. Use your Ice Wand to freeze the columns. Push one column against the other. Push that same column up against the upper ledge. Jump from the boulder onto the column. Jump up to the ledge. Jump up to walk through the opening into the next chamber.

Puzzle #14

Activate and destroy all of the Phoenixes. Jump up onto the tops of the fire spouts to shut them off. Walk up through the opening into the next chamber. Immediately activate the "Venus de Milo" sculpture. This puzzle requires that you light eight torches inside two chambers.

Room Number One: Climb up the stairs to the right. Use your Ice Wand to freeze the columns. Push the left column right and down. Jump from the boulder onto the column. Jumping from the column to each of the lower two platforms in turn, use your Fire Wand to light the first two torches.

Push the right column right and up. Jump from the boulder onto the column to the upper right platform. Light the third torch. Push the column left. Push the lower column left and up. Jump from the boulder onto the columns. Light the fourth torch.

Room Number Two: Climb up the stairs to the left. Use your Ice Wand to freeze the column. Push the column left, down, and right. Jump from the boulder to the column. Jump from the column to the platform. Light the first torch. Push the column up. Jump up to the platform. Light the second torch. Push the column left. Jump up to the platform. Light the third torch. Push the column down. Jump up to the platform. Light the fourth torch.

Reactivate the "Venus de Milo" sculpture to fully restore your health. A barrier opens. Exit the chamber.

Puzzle #15 + A Fire Book

Jump up onto the tops of the fire spouts to shut them off. Walk to the far right. Open the Treasure Chest to get the Fire Book inside. Step on the Teleporter. It's time to defeat the boss—the dragon, Wilda. Three.



THE DRAGON WILDA

OBJECTIVES

> Defeat Wilda.

ENEMIES

> Wilda

ITEMS FOUND

> Emerald Crest

WALKTHROUGH

The only weapon that damages Wilda is the Ice Wand. The only time you can attack the dragon is when he lowers his head to your level. As long as Wilda's head is raised, you can't harm him at all. Wilda has three basic attacks, but only the second attack is really devastating.

The first attack is a jet of flame that shoots out of his mouth, knocking you back against the left wall. This attack is difficult to avoid, but it still isn't Wilda's most powerful attack. Try to stay out of the way until the blast subsides, then dash in for a quick attack of your own. Chances are, you can get in several strokes with the Ice Wand before Wilda raises his head.

Wilda's second attack is extremely powerful but easier to avoid. He shoots several gigantic fireballs out of his mouth at you. Avoid the fireballs by dashing to the left wall, then quickly positioning yourself so that the fireballs impact harmlessly to either side of you. Be careful, though, that you don't accidentally walk into a freshly exploded fireball. Wilda's fireballs are like jellied gasoline—they burn hot for a *long* time.

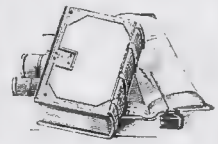
Wilda's third attack is really more of a distraction to you than anything else. Wilda causes huge boulders and piles of rubble to drop from the ceiling onto your ledge. Its intended effect is to paralyze you momentarily, so that Wilda can follow up with a fireball attack.

Strike Wilda enough times with the Ice Wand and the enormous dragon freezes solid. You've defeated Wilda!

An Emerald Crest

A Treasure Chest drops from the ceiling. Open the chest to get the Emerald Crest inside. Wilda explodes in green flames. The mighty dragon is destroyed.

NOTE



Maybe it's just me, but I think Wilda's roar sounds exactly like Godzilla's.





CHAPTER TWENTY-FOUR

THE QUEST TO SAVE NESTUS AND BERGUS



INOA VILLAGE

OBJECTIVES ENEMIES ITEMS FOUND

- > Talk with Meia. > None
- > Talk with Meade.
- > Talk with Nestus.
- > Talk with Septimus.
- > Enter Nestus's nightmare.
- > Save the game.

JESS'S HOUSE

Talk with Meia. Save your game. Proceed to Wendell's house.

WENDELL'S HOUSE

Talk with Meade. Go upstairs. Talk with all the villagers, including Meade and Nestus, Meade's son (the ailing little twin to Bergus). Talk with Meia, Nestus, and Septimus. Enter Nestus's nightmare.

INSIDE NESTUS'S NIGHTMARE

OBJECTIVES

- > Locate the entrance to The Terror Twin's chamber.
- > Save the game.

ENEMIES

- > Murgg
- > Fire Phantoms

ITEMS FOUND

- > Key
- > Gilded Falcon
- > Life Vessel

INSIDE NESTUS'S NIGHTMARE

You find a purple Teleporter directly ahead of you as soon as you enter Nestus's nightmare. How often does that happen? There are also three semitransparent sculptures you must somehow resolidify.

Puzzle #1

Walk straight up to enter the next chamber through the open doorway. Destroy the Murgg. Avoid the Fire Phantoms spit into the chamber by the multiple spigot contraption. Walk left to enter the next chamber.

Clockwise from the *lower left* corner, the floor switches are numbered One through Four. The floor switches activate themselves in the following order: 1, 2, 3, 4. Step on the Teleporter.

You materialize inside the gray mirror dungeon. Clockwise from the *lower left* corner, the floor switches are numbered One through Four. Activate the floor switches in the following order: 4, 3, 2, 1. A barrier opens. Walk up into the next chamber.

Puzzle #2

A Fire Phantom orbits a platform in the following pattern: upper right, upper left, lower left, lower right. Walk down to step on the Teleporter. You materialize inside the blue mirror dungeon. Walk straight up to enter the next chamber through the open doorway.

Activate the floor switches in the following order: upper left, upper right, lower right, lower left. A barrier opens. Walk down to step on the Teleporter.

Puzzle #3

You materialize inside the gray mirror dungeon. Walk up past the next chamber into the chamber beyond. Cross the scaffold. Walk straight up through the open doorway. Walk under the barrier. Grab the barrel. Step on the floor switch to activate it. A barrier slams shut behind you.

Place the barrel against the ledge like a step. Jump up onto the ledge. Jump down to exit the chamber through the doorway to the left. Walk directly to the left, under the elevated structure. Avoid the Murgg. Exit the chamber through the doorway to the left. Step on the Teleporter.

You materialize inside the blue mirror dungeon. Exit the chamber through the doorway to the left. Walk directly to the left, under the elevated structure. Avoid the Murgg. Walk under the newly opened barrier. Step on the floor switch to activate it. A barrier opens. Walk straight up to enter the stairwell through the newly opened doorway.

Puzzle #4

Climb up the stairs to enter the next chamber. You emerge on a glass brick bridge. You spot a barrel, a floor switch, and a looking glass. The gray dungeon is through the looking glass.

Grab the barrel. The mirror barrel rises into the air. Position yourself so that when you toss your barrel onto the floor switch, the floating mirror barrel lands on the mirror floor switch. The looking glass shatters. You now have access to both dungeons without necessarily having to use a Teleporter.

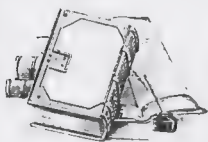
Puzzle #5

Walk into the gray dungeon. Walk straight down to enter the stairwell. Walk down the stairs to the right. Step on the floor switch to activate it. The first gray dungeon sculpture resolidifies. A barrier opens. Exit the stairwell through the newly opened doorway.

Puzzle #6

Step on the floor switch to activate it. Jump onto the floating slab. Jump down to the lower ledge. Enter the next chamber. Cross the scaffold. Walk straight down through the open doorway. Step on the Teleporter.

NOTE



The twins' nightmare dungeon is actually *two* dungeons—one bluish, one sort of gray—both based on mirror images...and mirrored actions.



You materialize inside the blue mirror dungeon. The floor switches activate themselves in the following order: right, left, left, right, left, right, right, left, right. Walk directly to the left, through the open doorway. Step on the floor switch below you to activate it. A barrier opens. Step on the Teleporter above you.

You materialize inside the gray mirror dungeon. Step on the floor switch below you to activate it. A barrier opens. Step on the Teleporter above you. You rematerialize inside the blue mirror dungeon. Walk directly to the right, through the open doorway. Step on the Teleporter.

You rematerialize inside the gray mirror dungeon. Activate the floor switches in the following order: left, right, right, left, right, left, left, right, left. A barrier opens. Walk straight down through the newly opened doorway.

Puzzle #7 + A Key

Clockwise from the *upper left* corner, the torches are numbered One through Four. The torches light themselves in the following order: 1, 4, 2, 3. The torches then extinguish themselves in the same order: 1, 4, 2, 3. Step on the Teleporter to the left.

You materialize inside the blue mirror dungeon. Clockwise from the *upper left* corner, the torches are numbered One through Four. Use your Fire Wand to light the torches in the following order: 2, 3, 1, 4. A barrier opens. A Treasure Chest drops from the ceiling. Open the chest to get the Key inside. Walk straight up to enter the next chamber through the open doorway.

Puzzle #8

The door opens for you automatically because you have the Key. Cross the scaffold. Walk straight up through the open doorway. Jump onto the floating slab. Jump up to the upper ledge. Enter the stairwell. Climb up the stairs to enter the next chamber.

You emerge on a glass brick bridge. You spot four floor switches and a looking glass. The gray dungeon and four torches are through the looking glass. From left to right, the torches are numbered One through Four. The torches light themselves in the following order: 2, 4, 1, 3.

From left to right, the floor switches are numbered One through Four. Activate the floor switches in the following order: 3, 1, 4, 2. The looking glass shatters. You now have a second access to both dungeons.

Puzzle #9

Walk into the gray dungeon. Walk straight down to enter the stairwell. Walk down the stairs to the right. Step on the floor switch to activate it. The second gray dungeon sculpture resolidifies. A barrier opens. Exit the stairwell through the newly opened doorway.

Puzzle #10

Walk straight down to enter the next chamber through the open doorway. Cross the scaffold. Walk down past the next chamber, into the chamber beyond. Walk down to step on the Teleporter.

You materialize inside the blue mirror dungeon. Walk straight up through the open doorway. Walk directly to the right, through the open doorway. Step on the floor switch below you to activate it. A barrier opens. Step on the Teleporter above you.

You materialize inside the gray mirror dungeon. Step on the floor switch below you to activate it. A barrier opens. Step on the Teleporter above you.

You rematerialize inside the blue mirror dungeon. Walk directly to the left, through the open doorway. Walk straight down to enter the next chamber. Walk directly to the right, through the open doorway.

Puzzle #11

Jump up onto the platform from one of the small posts to either side. Avoid the Fire Phantoms spit into the chamber by the multiple spigot contraption. Walk straight up through the open doorway.

Cross the scaffold. Cross the elevated structure. Destroy the Murgg. Don't let yourself get knocked off the structure. Walk straight up to enter the stairwell through the open doorway. Climb up the stairs to enter the next chamber.

You emerge on a glass brick bridge. You spot five torches and a looking glass. The gray dungeon, a Fire Phantom, and five torches are through the looking glass. From left to right, your torches are numbered One through Five. The torches light themselves in the following order: 1, 3, 5, 2, 4.

From left to right, the gray dungeon torches are numbered One through Five. Position yourself so that when you walk back and forth, the Fire Phantom lights the torches in the following order: 5, 3, 1, 4, 2. The looking glass shatters. You now have a third access to both dungeons.



Puzzle #12

Walk into the gray dungeon. Walk straight down to enter the stairwell. Walk down the stairs to the right. Step on the floor switch to activate it. The third gray dungeon sculpture resolidifies. A barrier opens. Exit the stairwell through the newly opened doorway.

Puzzle #13 + A Gilded Falcon + A Life Vessel

Destroy the Murgg. Don't let yourself get knocked off the structure. Cross the elevated structure. Cross the scaffold. Walk straight down through the open doorway. Jump down off the platform. Destroy the Murgg. Avoid the Fire Phantoms spit into the chamber by the multiple spigot contraption. A barrier opens.

Walk straight down to enter the next chamber through the open doorway. Open the Treasure Chests to get the Gilded Falcon and the Life Vessel inside. Step on the Teleporter. It's time to face the twin terrors—The Terror Twins.

THE TERROR TWINS

OBJECTIVES

> Destroy The Terror Twins.

ENEMIES

> The Terror Twins

ITEMS FOUND

> None

WALKTHROUGH

The Terror Twins reflect the nature of the dungeon in that their attacks are mirror images of each other. Accordingly, you need to pick one wall and stick to it. Thus, you'll only have one boss to deal with, instead of two. The second boss will be restricted to moving up and down against the opposite wall.

The Terror Twins have only two attacks (naturally). The first attack is a very quick rushing attack. The Terror Twins simply run into you with their bloated bodies. However, you are faster than they are, and you can outpace their rushing attack.

Their second attack is in the form of an energy beam that appears between them for several seconds, connecting their bellies together. This attack is fairly easy to avoid, and occurs infrequently.

Once again, the primary key to destroying The Terror Twins is sticking to one wall. You also should use your Steel Flail for this skirmish. Although you won't have enough time to use the charge attack, the Steel Flail has great range.

Simply lash out with your Steel Flail, then very quickly move away from the boss. He's already initiated his rushing attack, but you already beat him to the punch. Hit him again, then quickly move away again.

You should be able to hit him at least twice along the length of one wall. You'll have to momentarily move out into the more dangerous central area to avoid his rushing attack on your third blow, but race for the wall and start the whole process over again.

Inflict enough damage on one boss, and they both explode in green flames. You've destroyed The Terror Twins!

One of the twin boys descends into the bosses' chamber, surrounded by a blue radiance. Walk up to the twin. You're pulled out of Nestus's nightmare.

THE MURGG COLONY

OBJECTIVES

> Escape from the Murgg colony.

ENEMIES

> None

ITEMS FOUND

> None

THE MURGG COLONY

You materialize inside what seems to be one of the Murgg' confinement cells. A twin is in the cell with you. Talk with the boy. Now use your Steel Flail to smash the sculpture above you.

Boulders fall from the ceiling. Quickly walk down toward the locked barrier below you. A falling boulder breaks loose the stuck switch, opening the barrier. Run! Return to Inoa.



CHAPTER TWENTY-FIVE

THE UNDERSEA CAVES



INOA VILLAGE

OBJECTIVES ENEMIES ITEMS FOUND

- > Talk with Bergus.
 - > Talk with Beaumont.
 - > Talk with Naomi.
 - > Talk with Meia.
 - > Save the game.
- > Murgg
- > Silver Armor

INOA VILLAGE

Talk with Bergus in front of Wendell's house. The Murgg have attacked the village. Several villagers died in the melee. Destroy the four Murgg lurking within the village borders. Proceed to Beaumont's house. Talk with Bergus and Beaumont.

BEAUMONT'S HOUSE

The Inoan survivors are huddled together inside Beaumont's house. Talk with all the remaining villagers. Talk with Beaumont again. A village council begins. Ronan enters to join the meeting. The villagers go their separate ways after the council.

JESS'S HOUSE

You wake up the next morning in your bed at Jess's house. Save your game. Proceed to Naomi's house.

NAOMI'S HOUSE

Grab the Silver Armor. Talk with Naomi.

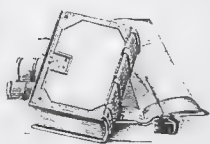
Silver Armor

Naomi gives the Silver Armor to you for free. The Silver Armor automatically replaces the Ancient Armor in your permanent inventory.

INOA VILLAGE

Talk with Meia at the fountain. Now leave Inoa for the Sanctuary, and go inside the Sanctuary immediately when you get there.

NOTE



For you hardier adventurers, the best place to stage your attack on the Ronan Incubus is from behind. You don't have much room to dodge spike balls and energy globules, but the Ronan Incubus can't turn around. He can't use his energy beam!

THE RONAN INCUBUS

OBJECTIVES

- > Destroy the Ronan Incubus.

ENEMIES

- > Ronan Incubus

ITEMS FOUND

- > Holy Sword

WALKTHROUGH

You materialize inside a biomechanical arena. The Ronan Incubus is fixed in place at the upper end of the arena.

The Ronan Incubus has two basic attacks. Ronan's primary attack begins when he bends over. Three sets of two energy globules apiece shoot out of his back into the air, landing on or near your current position a split-second later. This attack serves a dual purpose for the boss: Ronan can't be damaged while he's bent over.

Avoid this attack by holding your ground as best you can until all three sets of energy globules are in the air. Then, very quickly, dodge out of the way before they impact. Watch the ground for the shadows of the energy globules.

The secondary attack is an energy beam Ronan discharges three times from what used to be his left hand. The triple energy beam attack always appears in one of three possible patterns:

- > right, middle, left—middle, middle, middle—left, middle, right

You should be able to tell immediately which one of the three energy beam attack patterns he's using and take the appropriate evasive maneuvers well in advance.

The Ronan Incubus features one unusual defense, as well. Ronan discharges several flesh-and-blood spike balls into the arena that orbit around him in a defensive ring.

After a few of these fleshy spike balls have been destroyed, creating an opening, you can step in tight for a close range attack. Just be careful not to destroy them all. As soon as you destroy the last spike ball, Ronan discharges a whole new set into the arena.

I recommend using your Willow Bow's charge attack from a distance, in combination with liberal use of Mining Bombs. Toss a few explosives in close to do your dirty work, then retreat to continually attack the boss from a somewhat safer distance.

After inflicting enough damage on the Ronan Incubus, the boss explodes in green flames. You've destroyed the Ronan Incubus!

A Holy Sword

Mystical beings respond to the prayers of the Inoa villagers and give you the Holy Sword sword. The Holy Sword automatically replaces the Fiend Blade in your permanent inventory, but not the Legendary Sword. Exit the Sanctuary.

OUTSIDE INOA VILLAGE

OBJECTIVES

- > Talk with Meia.
- > Locate the entrance to the Undersea Caves.
- > Locate Nava's Island.
- > Talk with Nava.
- > Save the game.

ENEMIES

- > Slimes
- > Water Crickets
- > Killers
- > Sludge

ITEMS FOUND

- > Gilded Falcon
- > Herbs
- > Life Vessel
- > Air Book
- > Zolists Stone
- > Diamond Crest

THE SANCTUARY

Talk with Meia outside the Sanctuary. Proceed to Nava's house.

NAVA'S HOUSE

Walk down the stairs at the back of Nava's house.



NAVA'S KEEP

Work your way through the passage leading to the Undersea Caves. Destroy any Slimes you encounter along the way. Exit the passage to enter the caves.

THE UNDERSEA CAVES

A barrier slams shut behind you. Destroy the Water Crickets. The object of this dungeon is simply to activate 12 purple spheres, in no particular order. Twelve spheres inside of 12 chambers, each chamber having only three exits. Sounds easy, right?



The problem is that the caverns are all linked by “warp fields” that intertwine the caverns in convoluted pathway loops, like a endless Mobius strip. Not only that, but you must first locate the chamber that allows you to activate the dungeon.

Begin this leg of your journey by walking through the Undersea Caves until you finally enter the chamber shown in figure 25-1.

Fig. 25-1: This chamber activates the Undersea Caves dungeon.

Walk up the steps. Try to exit through the blocked doorway. This action activates the dungeon. Now, delve into the depths of the Undersea Caves. Discover and activate all 12 spheres in the caves.

With each sphere you activate, its twin inside this chamber activates automatically. When all 24 spheres are beaming, the blocked doorway at the top of the stairs opens, allowing you to exit.

I cover the solutions to all 12 puzzles. However, the order you encounter them in won't necessarily be the order they appear below. Find the correct solution to the appropriate puzzle in the following text.

Twelve Puzzle Solutions + A Gilded Falcon + Herbs

✓ **Room A:** Destroy the Water Crickets. Jump up into the air and strike the sphere with your sword to activate it.

✓ **Room B:** Destroy the Water Crickets. Jump up from ledge to ledge. Jump over to the narrow ledge against the right wall. Walk around to the sphere. Jump up into the air and strike the sphere with your sword.

✓ **Room C:** Destroy the Water Crickets. Jump from column to column. Jump up onto the far right ledge. Be careful not to accidentally exit the chamber. Jump down to the column below you. Jump across to the sphere. Jump up into the air and strike the sphere with your sword.

Room D: Grab the barrel. Jump from lower ledge to the island and then to upper right ledge. Stay out of the water or the barrel shatters. It's safe to land on the docks. Place the barrel on the ledge so that it hangs over the water slightly. Jump up onto the barrel. Jump across to the sphere. Jump up into the air and strike the sphere with your sword.

✓ **Room E:** Destroy the Water Crickets. A sphere, a Treasure Chest, and two barrels rise up into the chamber. Don't adjust the barrels. Open the chest to get the Gilded Falcon inside. Jump up into the air and strike the sphere with your sword.

✓ **Room F:** Use your sword to destroy the Killers when they leap into the air. A floating slab drops to the ground. Jump up into the air and strike the sphere with your sword.

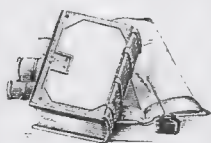
✓ **Room G:** Destroy the Water Crickets. Grab the barrel. Toss it aside. Climb up and over the ledges to the right. Jump up into the air and strike the sphere with your sword.

✓ **Room H:** Destroy the Sludge. A sphere drops from the ceiling. Jump up into the air and strike the sphere with your sword.

✓ **Room I:** Destroy the Sludge. Use your Mining Bombs to expose the exits and the sphere in the upper left corner—blow away the piles of rubble filling the holes in the floor. Jump into the hole. Strike the sphere with your sword.



NOTE



Consider this, as well: if you win, you're eventually returned to Inoa, safe and sound. You'll have ample opportunity to recharge your Magic then, so why not try out some of your attack spells now? Invoking your Spell of Fire, for instance, is sure to put a big hurt on Zorgia in a big hurry.

Room J: Walk up along the narrow ledge against the right wall. Walk left to stand on the ledge at the top of the chamber. Jump across to the central column. Jump up into the air and strike the sphere with your sword.

Room K: Walk to the right side of the plateau. Enter through the open doorway. Walk through the hidden passageway up to the sphere. You can't see yourself inside the open area in the center of the plateau until you jump up into the air to strike the sphere with your sword.

Room L: The open doorway on the right leads up to a dead end. The open doorway in the middle leads up and left to a Treasure Chest. Open the Treasure Chest to get the Herbs inside. The open doorway on the left leads up and right to the sphere. Jump up into the air to strike the sphere with your sword.

THE UNDERSEA CAVES

Make your way back to the activation chamber. Exit the chamber through the newly opened doorway.

NAVA'S ISLAND

You emerge on Nava's Island. Step on the purple Teleporter. Save your game. Return to the island.

Puzzle #1 + A Life Vessel

Cut down the grass just above the Teleporter. Toss a Spring Bean onto the holder. Jump up on top of the ledge. Open the Treasure Chest to get the Life Vessel inside.

Puzzle #2 + A Air Book

Walk over to the house. Drop down onto the hidden ledge behind the house. Walk left and down to reach the Treasure Chest. Open the chest to get the Air Book inside.

NAVA'S ISLAND HOUSE

Walk through the open doorway into Nava's island house.

Puzzle #1 + A Zolists Stone + A Diamond Crest

Talk with Nava. He gives you the Zolists Stone. Walk to the rear of the house. You place the Zolists Stone in its bracket. The Diamond Crest appears. You add the Diamond Crest to your inventory.

Zorgia, Melzas's lieutenant, crashes in through the window unexpectedly.

ZORGIA

OBJECTIVES ENEMIES ITEMS FOUND

> Defeat Zorgia. > Zorgia > None

WALKTHROUGH

Zorgia has three different attacks. His first attack is to discharge long-lasting, flying energy disks that pursue you around the arena. His second attack is hellish spirit energy he summons to erupt from the ground around you. His last attack causes boulders to rain down on you. He also can damage you if he just runs into you.

Strategy under these circumstances is fairly straightforward. Zorgia can be damaged only when he lands on the ground. Take your best shot when he touches down, make the most of every target of opportunity, stick to the walls, and *keep moving!* Switch weapons as needed, but always keep moving.

Inflict enough damage on Zorgia, and he returns you to Nava's island house before vanishing in a blue flash. You've defeated Zorgia!

NAVA'S HOUSE

A mystical being returns you to Nava's house by the sea. Return to Inoa.



CHAPTER TWENTY-SIX



THE LAKE SHRINE

OUTSIDE INOA VILLAGE

OBJECTIVES

- > Locate the outer entrance to The Lake Shrine.
- > Save the game.

ENEMIES

- > Slimes
- > Pukus
- > Lizards
- > Turtles
- > Lizardmen
- > Scary Trees
- > Things

ITEMS FOUND

- > Magic Seed
- > Gilded Falcon
- > Herbs
- > Life Vessels

OUTSIDE INOA VILLAGE



Walk out the Southern gate. Destroy all creatures you encounter along the way. Walk East to stand in the gap between two high ledges (see figure 26-1). Look very carefully at the ground inside the gap. A Magic Seed holder!

Magic Seed

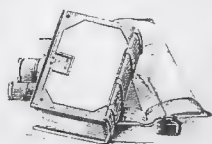
Jump up onto the ledge to the right. Walk right to jump across to the next ledge. Use your Fire Wand to burn down the thorn bush. Walk down the steps and continue right. Open the Treasure Chest to get the Magic Seed inside. Return to the gap.

A Gilded Falcon

Jump up onto the ledge to the left. Walk left to the Treasure Chest. Open the Treasure Chest to get the Gilded Falcon inside.

Fig. 26-1: Start here to reach the Treasure Chests waiting for you high above the Inoan countryside.

NOTE



Although this isn't your last chance to hunt for items, take this opportunity to do some last-minute exploration of the Inoan countryside now, before you challenge Melzas.

Herbs

Walk left and down. Jump down off of the ledge. Open all three Treasure Chests to get the Herbs inside.

A Life Vessel + Herbs

Walk straight down. Jump down off both ledges. Open the Treasure Chests to get the Life Vessel and Herbs inside. Proceed to Captain Merrick's house.

CAPTAIN MERRICK'S HOUSE

Make the short trek Southwest to the seashore. Destroy all creatures you encounter along the way.

A Life Vessel

Captain Merrick rewards you with a Life Vessel. The only power-up left in his store, at 50 Gilded Falcons, is...the Spirit Wand! Refer to the Appendix for more info on the Spirit Wand.

THE NORTHWEST LAKE

Make your way to the lake North of the mine. Destroy all creatures you encounter along the way.

The Seven Gemstones Puzzle

The gemstones are used to gain access to The Lake Shrine. There are a total of seven receptacles for the gemstones scattered around in the following Northwest Lake areas:

- > Emerald Crest: through the bypass in the cave West of the mine.
- > Ruby Crest: just North of the mine and East of the lake.
- > Sapphire Crest: just North of the mine and East of the lake.
- > Garnet Crest: across the lake, on the small island.
- > Topaz Crest: up across the footbridge, on the big island.
- > Agate Crest: up across the footbridge, on the big island.
- > Diamond Crest: up across the footbridge, on the big island.

An enormous stone bridge rises out of the water after you place the gemstones in their receptacles. Walk up the bridge to enter The Lake Shrine.

THE LAKE SHRINE

OBJECTIVES ENEMIES ITEMS FOUND

- | | | |
|--|--|--|
| <ul style="list-style-type: none"> > Unlock the outer entrance to The Lake Shrine. > Locate the entrance to The Lake Shrine garden. > Unlock the inner entrance to The Lake Shrine. > Save the game. | <ul style="list-style-type: none"> > Feelers > Gargoyles > Reapers > Things > Magic Seed | <ul style="list-style-type: none"> > Keys > Herbs > Strength Tonic > Gilded Falcon |
|--|--|--|

THE PALACE TOWERS

Climb up the steps. The massive front portal is locked.

Puzzle #1

Walk right and up. Jump into the water. Swim up through the hole underneath the Treasure Chest. Ignore the chest for now. Stack the five barrels one atop the other like steps. You have to stand on the first few barrels to place the last few barrels. Climb up to the ledge. Destroy the Feelers. Climb up the stairs.

Puzzle #2

Load your Willow Bow into the Equipment Window. Very quickly press the ☐ button and the X button repeatedly until the switch is thrown. Destroy the Gargoyle and the Reapers. A barrier opens. Exit the chamber.

Puzzle #3

Walk straight down into the tower. Destroy the Gargoyle and the Reapers. A barrier opens. Exit through the door in the lower left corner of the room.

Puzzle #4 + A Key

Walk left into the tower. Throw the switch in the upper left corner. Open the Treasure Chest to get the Key inside. Throw the switch in the upper right corner. Destroy the first Thing. Throw the switch in the upper left corner. Destroy the second Thing. Return to the previous tower.



Puzzle #5

Destroy the Reapers. Climb down the stairs. Destroy the Feelers. Walk through the open doorway next to the stairs. Destroy the Gargoyles. Grab a barrel. Jump up onto the ledge. Toss the barrel down onto a floor switch to activate it. Repeat the procedure for the second floor switch. A barrier opens.

If you miss one of the floor switches, jump down and place a barrel on one floor switch while you step on the other. Then move the barrel over to the ledge. Jump up onto the ledge to exit the chamber through the doorway at the bottom of the chamber.

Puzzle #6 + Herbs

Climb down the stairs. Destroy the Feelers. The door opens for you automatically because you have the Key. Use your Willow Bow to destroy the silver sphere that is partially hidden behind three bird-head sentinels. All of the red energy barriers deactivate. Jump up onto the ledge. Open the Treasure Chest to get the Herbs inside. Exit the chamber.

Puzzle #7

Destroy the Feelers. Climb up the stairs. Walk through the newly opened doorway in the lower left corner. Use your Steel Flail to strike the chain several times. Step on the floor switch to activate it. Exit the chamber.

Puzzle #8

Climb up the stairs. Destroy the Reapers. Exit through the door in the lower left corner of the room. Walk left into the tower. Climb up the stairs. Exit the chamber. Walk left into the next tower. Walk through the open doorway to the left. Walk left into the next tower.

Destroy the Gargoyle and the Reapers. Walk through the open doorway next to the stairs. Walk straight up into the tower. Walk around the spike balls. Destroy the Thing. Throw the switch. Exit the chamber.

Puzzle #9

Walk straight down into the tower. Destroy the Reapers. Climb down the stairs. Climb down the next set of stairs. Destroy the Feelers. Push the column to the right. A barrier opens. Walk through the newly opened doorway next to the stairs. Destroy the Reapers. Throw the switch. Exit the chamber.

Puzzle #10 + A Strength Tonic

Destroy the Feelers. Climb up the stairs. Walk through the open doorway next to the stairs. Destroy the Reapers. Push the upper left column down. Walk left into and through the hidden passageway. Walk up through the open doorway. Destroy the Feelers. Step on the floor switch to activate it. Exit the chamber.

Puzzle #11 + A Key

Walk right into and through the hidden passageway. Destroy the Reapers. Walk up through the open doorway. Climb up the stairs. Open the Treasure Chest to get the Key inside. Exit the chamber.

Use your Willow Bow to destroy the silver sphere that is partially hidden behind five bird-head sentinels. All of the blue energy barriers deactivate. Jump up onto the ledge. Open the Treasure Chest to get the Herbs inside. Exit the chamber.

Puzzle #12 + Herbs

Climb down the stairs. Walk down through the open doorway. Destroy the Reapers. Walk down through the open doorway. Climb down the stairs. Walk to the right. The door opens for you automatically because you have the Key.

Puzzle #13 + A Key

Destroy the Feelers. Walk straight up through the open doorway. Destroy the Reapers. Walk right into and through the hidden passageway. Destroy the Reapers. Return to the previous chamber.

Grab the barrel. Walk right into and through the hidden passageway. Toss the barrel onto a floor switch to activate it. Step on the other floor switch. A Treasure Chest drops from the ceiling. Open the chest to get the Key inside.

Puzzle #14 + Herbs + A Key

Walk down through the open doorway. Walk right through the open doorway. The first of two barriers opens for you automatically because you have the Key. Exit the chamber.

Climb up the stairs. Destroy the Reapers. Exit through the door in the lower right corner of the room. Walk right into the tower. Open the Treasure Chests to get the Herbs and the Key inside.

NOTE

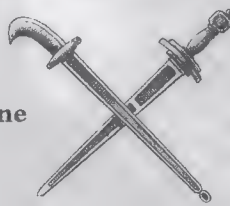


Puzzle #5—If you walk out the door at the top of the chamber, you emerge in the chamber from Puzzle #1.

NOTE



Puzzle #10—Walk to the right. Open the Treasure Chest hidden behind the wall to get the Strength Tonic inside.



Puzzle #15

Walk left into the tower. Destroy the Reapers. Climb down the stairs. Walk right through the open doorway. The second of two barriers opens for you automatically because you have the Key. Use your Steel Flail to strike the chain several times. Step on the floor switch to activate it. The massive front portal opens. Exit the chamber.

Puzzle #16

Walk left through the open doorway. Climb up the stairs. Destroy the Reapers. Exit through the door in the lower right corner of the room. Walk right into the tower. Climb up the stairs. Jump down to the front portal through the opening in the guardrail.

THE PALACE GARDEN

Enter the palace garden through the front portal. The wrought iron gate is locked.

Puzzle #1 + A Key

Walk up and right, around the lion's head sculpture. Step on the floor switch to activate it. The first red energy barrier deactivates. Walk straight to the right. Walk up through the break in the hedge. Open the Treasure Chest to get the Key inside.

Puzzle #2 + A Gilded Falcon + A Magic Seed

Walk straight to the left through the break in the hedge. Walk up and left, around the lion's head sculpture. The first wrought iron gate opens for you automatically because you have the Key. Walk straight up to the Treasure Chests. Open the chests to get the Gilded Falcon and Magic Seed inside.

Puzzle #3

Walk down and right. Climb up the stairs. Walk down, right, down, and left. Step on the floor switch to activate it. A barrier opens. Return to the top of the stairs. Walk up and right. Walk up through the open doorway. Step on the Teleporter.

You materialize at the bottom of the well next to the fortune-teller's house. You may now use this set of Teleporters to shuttle you back and forth between the palace and Inoa. Save your game.

Puzzle #4 + A Key

Return to the palace. Exit the Teleporter chamber. Climb down the stairs. Walk straight down, past the fountain, through the break in the hedge. Open the Treasure Chest to get the Key inside.

Puzzle #5

Walk down and left. The second wrought iron gate opens for you automatically because you have the Key. Walk up and left. Climb up the stairs. Jump across the gap to the opposite ledge through the opening in the guardrail. Step on the floor switch to activate it. A barrier opens.

Jump down to the ground. Walk left and climb up the stairs. Walk up through the open doorway. Step on the Rejuvenation Pad to be fully restored. Exit the chamber.

Puzzle #6 + A Key

Climb down the stairs. Walk right, down, and right. Walk straight down, past the fountain. Walk left, up, and left to step on the Teleporter. Walk straight down through the break in the hedge. Walk right to the Treasure Chest you ignored earlier. Open the chest to get the Key inside.

Puzzle #7 + A Key

Walk down and left, through the break in the hedge. Walk straight down, past the second wrought iron gate you opened earlier. The third wrought iron gate opens for you automatically because you have the Key. Walk left and up, through the break in the hedge. Open the Treasure Chest to get the Key inside.

Puzzle #8

Jump up onto the chest. Walk up through the break in the hedge. Walk down, right, and down. Walk left through the third wrought iron gate. Walk down through the break in the hedge. Walk down and left. The fourth wrought iron gate opens for you automatically because you have the Key. Step on the Teleporter.

You materialize in another section of the garden. Walk right and up. Step on the floor switch to activate it. The second red energy barrier deactivates. Walk up through the break in the hedge. You may want to return to Inoa to save your game before you enter the palace.



CHAPTER TWENTY-SEVEN



THE FINAL BATTLE

THE LAKE SHRINE

OBJECTIVES

- > Unlock the entrance to Melzas's inner chamber.
- > Save the game.

ENEMIES

- > Gargoyles
- > Feelers
- > Graggs

ITEMS FOUND

- > Keys
- > Herbs
- > Strength Tonics
- > Magic Elixys
- > Wonder Essence
- > Life Vessel

THE PALACE

Walk straight up, past the six gargantuan vessels and through the doorway. You're ejected from the inner chamber after Melzas stops the two machines that generate time. Six red energy barriers emerge from the vessels. You must restart the time machines and shut down the energy barriers to once again face Melzas.

Puzzle #1 + A Key

Walk right, past the six gargantuan vessels. Climb up the stairs. Walk up through the doorway. Walk right, down, right, and up through the doorway. Jump up onto the desk. Jump up onto the bookshelf. Open the Treasure Chest to get the Key inside.

Puzzle #2 + Herbs

Retrace your steps to the bottom of the stairs. Walk right, through the doorway. Jump up onto the right chair. Jump up to grab the barrel off the bookshelf. Walk around to the left chair. Place the barrel on the chair like a step. Climb up to the Treasure Chest. Open the chest to get the Herbs inside.

Jump down to the ground. Grab the barrel. Walk straight down. Place the barrel on the stool like a step. Jump up onto the bookshelf. Jump right onto the next bookshelf. Jump down to the ground. Throw the switch. A barrier opens. Walk right through the doorway.

TIP



Puzzle #4—Remember to step on the floor switches when you find yourself in a similar stairwell. Activating the switches slows down the pace of the spike balls just enough for you to slip past them unharmed.

Puzzle #3 + Herbs

Walk right, past the Feelers, through the doorway. Use your Steel Flail to destroy the upper middle suit of armor. Open the Treasure Chest to get the Herbs inside.

Jump up onto the Treasure Chest. Jump right onto the suit of armor. Jump up onto the ledge. The door opens for you automatically because you have the Key.

Puzzle #4 + A Key

Climb up the stairs. Walk through the doorway. Push the right column up just *slightly* past the center column. Carefully, push the center column to the left. Now, push the right column to the right. Climb up the ladder.

Walk left, past the Gargoyles. Climb up all three flights of stairs. Avoid the spike balls—you can still take damage while time is stopped. Climb up the ladder. Open the Treasure Chest to get the Key inside. Throw the first time machine switch.

Puzzle #5

Retrace your steps to the six gargantuan vessels. Climb up either staircase. Walk up through the doorway. Use your Steel Flail to destroy the two suits of armor at either end of the passageway. Step on the floor switches to activate them.

Puzzle #6 + A Strength Tonic

Retrace your steps to the six gargantuan vessels. Walk left, through the doorway. Walk through the next doorway in the lower left corner. Walk left, past the Feelers, through the doorway.

Use your Steel Flail to destroy the suit of armor in the lower left corner. Grab the barrel. Place it next to the upper middle suit of armor. Jump up onto the barrel. Jump up onto the suit of armor. Jump up onto the ledge. Open the Treasure Chest to get the Strength Tonic inside.

Jump down to the ground. Grab the barrel. Place the barrel against the ledge like a step. Jump up onto the ledge. The door opens for you automatically because you have the Key.

Puzzle #7

Climb up the stairs. Walk through the doorway. Smash the crates. Grab the first barrel. Walk down to jump left, across the lower counter. Walk up to place the barrel *on* the bench like a step. Walk back to the counter. Jump up to the upper counter. Grab the second barrel. Toss the barrel onto the floor switch to activate it. A barrier opens.

Walk back to the bench. Jump up onto the barrel. Jump up onto the cabinet. Jump up onto the newly accessible ledge. Step on the floor switch in the upper chamber to activate it. Jump down to the ground. Grab the second barrel. Return to the upper chamber.

Puzzle #8 + A Key

Climb up all three flights of stairs. Avoid the spike balls. Grab each of the two barrels on the landing in turn. Stack the three barrels one atop the other like steps. Climb up to the ledge. Climb up the ladder. Open the Treasure Chest to get the Key inside. Throw the second time machine switch. time resumes its march.

Puzzle #9

Jump up onto the Treasure Chest. Jump on the floor switch to activate it. A barrier opens. Walk through the newly opened doorway in the lower right corner. Walk straight down. Jump down through the opening in the guardrail. Step on the floor switch to activate it. The first red energy barrier deactivates.

Puzzle #10 + A Magic Elixir

Walk up through the doorway. Climb down both flights of stairs. Walk straight down. Throw the switch. A barrier opens. Climb back up the stairs. Walk up and right through the doorway. Walk down, left, and down. Climb up the stairs to the right. Walk up through the next two doorways.

Avoid the fire spouts. Walk up to the bench in the upper right corner. Push the column down, left, and down onto the floor switch to activate it. Walk back to the bench. Currently, three spheres are orange and one is green.

Load your Willow Bow into your Equipment Window. Jump up into the air and, very quickly, press the ☐ button and the ☒ button repeatedly to shoot the spheres. Make sure you shoot the spheres only once. When you are done, three spheres are green and one is orange.



Stand on the upper left fire spout. Jump up into the air and shoot the orange sphere. Now all four spheres are green. A Treasure Chest drops to the ground. Open the chest to get the Magic Elixir inside. Exit the chamber.

Puzzle #11

Walk to the right. The door opens for you automatically because you have the Key. Destroy the Gargoyles. Throw the switch. The two floating slabs change position. Toss a Mining Bomb next to the switch, then quickly walk up between the two upper ledges. Stand slightly off center to the left. When the explosion throws the switch again, the uppermost floating slab halts exactly halfway between the two ledges.

Toss another Mining Bomb next to the switch, then very quickly climb up the steps onto the ledge, jump across the floating slab to the opposite ledge, and then stand on the left floating slab. When the explosion throws the switch a third time, you're carried down to the floor switch. Step on the floor switch to activate it. The second red energy barrier deactivates. Exit the chamber.

Puzzle #12 + Herbs

Walk right and up through the doorways. Quickly push the column down and right onto the left floor switch to activate it. Before long, the remaining five floor switches will rise up from the ground. Place each of the four barrels on four of the five floor switches in turn to activate them. Step on the last floor switch to activate it. A Treasure Chest drops from the ceiling. Open the chest to get the Herbs inside. Exit the chamber.

Puzzle #13

Walk right and up to toss a Super Seed onto the holder. Jump across the hole into the upper passageway. Walk up, left, and up through the doorway. Destroy the Graggs. Jump up onto the small post in the lower left corner. Now, jump from flame spout to flame spout as long as they're silent.

Jump up across the three left flame spouts to the upper left post. Jump across to the upper middle flame spout. Jump down across the two lower middle flame spouts. Jump across to the lower right post. Jump up across the three right flame spouts. Jump up onto the floor switch to activate it. A barrier opens. Exit the chamber through the newly opened doorway to the left.

Puzzle #14

Step on the floor switch to activate it. Avoid the spike ball. A barrier opens. Walk down through the newly opened doorway. Walk left, past the locked door, and up through the doorway.

Jump up onto the covered urn. Jump up onto the right post. Jump onto a floating slab. Jump up onto the upper left post. Avoid the spike ball. Jump up onto the upper left ledge. Jump up onto the floor switch to activate it. A barrier opens. Exit the chamber through the newly opened doorway to the right.

Puzzle #15 + A Key

Use your Steel Flail to destroy all six suits of armor. Clockwise from the upper left corner, the torches are numbered One through Six. Use your Fire Rod to light Two through Six. Now, light One. A barrier opens. A Treasure Chest drops from the ceiling onto One. Jump up onto the chair. Jump up onto One. Open the chest to get the Key inside. Walk down to exit the chamber through the newly opened doorway.

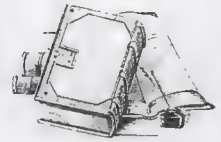
Puzzle #16

Walk right and up through the doorways. Climb up the stairs. Jump from floor switch to floor switch in a specific, invariant sequence before they drop into the ground. You must activate the switches without setting foot on the ground. Use the following diagram to guide you.

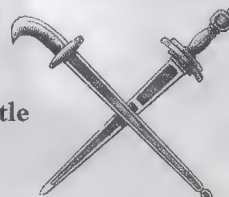
		4			
		5	3		
12	11	10	6	2	1
		9	7		
			8		

A barrier opens. Walk down to exit the chamber through the newly opened doorway.

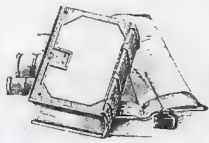
NOTE



Puzzle #13—Shoot the orange sphere to change it to green. This reverses the transit pattern of the flame spouts.

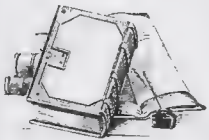


NOTE



Puzzle #22—Panic is your worst enemy. Don't be fooled into thinking you have no time to line up your jumps. In fact, you have almost a full "Mississippi" before the floor switch starts to drop.

NOTE



Puzzle #22—This puzzle really showcases Alundra's dreadful jump control. That, combined with the flat, misleading 2D perspective, can make for a very frustrating gaming experience. Just be patient, take as many breaks as you need, and keep after it until you succeed.

Puzzle #17

Walk left to the locked door. The door opens for you automatically because you have the Key. Jump up onto the upper right ledge. Push the column onto each of the three floating slabs in turn. Push the column onto the upper left ledge. Timing (and using very tiny movements) is critical.

Push the column onto the floor switch to activate it. A barrier opens. Jump across to the upper ledge. Step on the floor switch to activate it. The third red energy barrier deactivates. Exit the chamber.

Puzzle #18

Walk down through the doorway. Walk to the right. Step on the floor switch to activate it. Exit the chamber. Retrace your steps to jump into the hole from Puzzle #13. Throw the switch in the lower right corner. Two sets of four torches each drop from the ceiling.

Clockwise from the upper left corner, the torches are numbered One through Eight. Use your Fire Rod to light the torches in the following order: 4, 3, 2, 1, 5, 6, 7, 8. A barrier opens. Walk up to exit the chamber through the newly opened doorway to the left.

Puzzle #19 + A Life Vessel

Destroy the Gargoyles. A Treasure Chest drops from the ceiling. Open the chest to get the 50th, and last, Life Vessel inside.

Puzzle #20

Walk back through the previous chamber to the six gargantuan vessels. Climb up the stairs to the right. Walk up through the doorway. Use your Steel Flail to destroy the suit of armor on the right. Step on the floor switch to activate it. Walk down, right, and up through the doorway. Step on the floor switch to activate it. Walk right to exit the chamber through the newly opened doorway.

Use your Steel Flail to destroy *one* pile of stone blocks. Jump up onto the remaining stone blocks. Use your Steel Flail to destroy the suit of armor. Jump behind the column. Use your Steel Flail to destroy the remaining stone blocks. Push the column down and right onto the first floor switch to activate it. Step on the second floor switch to activate it. A barrier opens. Walk down to exit the chamber through the newly opened doorway.

Puzzle #21 + A Key

Walk right and up through the doorways. Destroy the Gargoyles. A Treasure Chest drops from the ceiling. Open the chest to get the Key inside.

Puzzle #22

Walk down, left, and up through the doorways. Climb up the stairs to the right. Jump from floor switch to floor switch in a *specific, invariant sequence* before they drop into the ground. You must activate each switch in turn, without setting foot on the ground.

You may use the central column as a "way station." Don't think of this puzzle as having 14 jumps. Think of it as five jumps, followed by two jumps, followed by another two jumps, then finally five more jumps. Use the following diagram to guide you.

	4	8	9	14	
3					13
		5	column	10	
2					12
	1	6	7	11	

A barrier opens. Walk down to exit the chamber through the newly opened doorway.

Puzzle #23

Walk right to the locked door. Avoid the spike balls. The door opens for you automatically because you have the Key. Very quickly, use your Steel Flail to destroy every pile of blocks obstructing the path of a slow-moving stone cube *before* a covered urn drops from the ceiling. The stone cube must stop against the upper ledge before the covered urn drops so that you can use the urn as a step up to the ledge from the top of the cube.

Push the column right and down onto the cube. Push the column off the bottom edge of the cube onto the ground. Push the column left and down onto the floor switch to activate it.



vate it. A barrier opens. Jump back up to the upper ledge. Step on the floor switch to activate it. The fourth red energy barrier deactivates. Exit the chamber.

Puzzle #24

Walk down through the doorway. Walk to the left. Step on the floor switch to activate it. Exit the chamber. Retrace your steps to the chamber found just before the puzzle with 14 floor switches. Walk down through the doorway. Jump into the hole.

Walk right through the doorway. Destroy the suits of armor and the Graggs hidden inside. A barrier opens. Ignore the Treasure Chest for now. Walk down to exit the chamber through the newly opened doorway.

Puzzle #25 + Herbs

Destroy the Feelers. Walk right through the doorway. Use your Steel Flail to destroy the upper middle suit of armor. Open the Treasure Chest to get the Herbs inside.

Jump up onto the Treasure Chest. Jump right onto the suit of armor. Jump up onto the ledge. Walk up through the doorway to climb up the stairs. Walk down through the next doorway.

Push the right column up just *slightly* past the center column. Carefully push the center column to the left. Now, push the right column to the right. Climb up the ladder. Destroy the Gargoyles.

Climb up all three flights of stairs. Avoid the spike balls. Climb up the ladder. Step on the floor switch to activate it. A barrier opens. Walk down through the newly opened doorway.

Puzzle #26 + A Key

Climb up the stairs to the left. Walk up, right (behind the tower), and down. Open the Treasure Chest to get the Key inside.

Puzzle #27 + A Wonder Essence

Retrace your steps to the six gargantuan vessels. Walk left through the doorway. Walk left and down to the lower doorway. Enter the next chamber. Destroy the Feelers. Walk left through the doorway.

Use your Steel Flail to destroy the suit of armor in the lower left corner. Grab the barrel. Place the barrel against the ledge like a step. Jump up onto the ledge. Walk up through the doorway.

Climb up the stairs. Walk through the doorway. Grab the first barrel. Jump down to walk left. Walk up to place the barrel on the bench like a step. Jump up onto the barrel. Jump up onto the cabinet. Jump up onto the ledge.

Climb up all three flights of stairs. Avoid the spike balls. Jump onto the floating slab. Jump across to the upper ledge. Climb up the ladder. Walk down through the doorway. Climb up the stairs to the right. Jump down through the opening in the guardrail. You land on the palace roof. Walk down, right, and up through one of the two doorways.

Puzzle #28

Walk up, right, and down through the storage area. Exit the chamber through the doorway. You reemerge on top of a different section of the palace roof. Jump down to the balcony below you. Walk right, down, right, and up through the doorway. Walk up, right, and down through the next doorway. You reemerge on another balcony.

Walk right and up to toss a Super Seed onto the holder. Jump up onto the palace roof. Jump right, through the opening in the guardrail. Walk right and up through the doorway. Walk up, left, up, right, down, and right through the storage area. Exit the chamber through one of the two doorways.

Puzzle #29

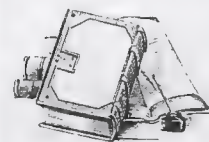
Jump down to the balcony below you. Walk right to climb down the stairs. Walk right and up, then up and right, through the two doorways. Walk right to climb down the stairs. Throw the switch. A barrier opens.

Climb back up the stairs, walk up through the doorway, then climb up both flights of stairs. Walk down through the doorway. Step on the floor switch to activate it. The fifth red energy barrier deactivates.

Puzzle #30 + A Wonder Essence

Retrace your steps to the flight of stairs just before the two doorways (from Puzzle #29). Climb up the stairs. Walk up through the doorway. Walk left through the passageway and through the doorway. Step on the floor switch to activate it. A barrier opens. Walk up through the doorway.

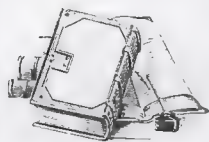
NOTE



Puzzle #27—If you walk to the far right before entering the storage area, then jump down to the balcony below you, you find a Treasure Chest. Open the chest to get the Wonder Essence inside. Unfortunately, you have to work your way through the palace again to get back up on the roof.



NOTE



Puzzle #31—Several piles of stone blocks lie in the upper left corner of the chamber across a yawning chasm. From the upper right ledge, stand far enough over the edge that it seems you're hanging in mid-air. Use your Steel Flail to clear off the four piles of stone blocks closest to your position, revealing another tiny ledge underneath.

Move down a short distance so you can make the jump across the gap on a *diagonal*. Clear away the remaining blocks to reveal a Treasure Chest. Open the chest to get the Strength Tonic inside. Jump back across the gap.

Load your Willow Bow into your Equipment Window. Jump up into the air and, very quickly, press the ☐ button and the ☒ button repeatedly to shoot the spheres. Turn all the spheres green and a Treasure Chest drops to the ground. Open the chest to get the Wonder Essence inside. Walk down to exit the chamber through the doorway.

Puzzle #31 + A Magic Elixir + A Strength Tonic

Walk left and down to reemerge on another balcony. Walk right to the Treasure Chest. Open the chest to get the Magic Elixir inside. Return to the passageway. Walk right through the passageway, through the doorway, and up. The door opens for you automatically because you have the Key.

Destroy the Graggs. Walk through the doorway in the lower right corner. Step on the four floor switches to activate them. Four barriers open. Return to the previous chamber. Destroy the Graggs. Walk through the doorway in the upper right corner. Walk right and up. Step on the floor switch to activate it. The last red energy barrier deactivates. Return to the previous chamber.

Puzzle #32 + A Wonder Essence

Jump into the small hole in the lower left corner of the chamber. You land on a ledge next to a Treasure Chest. Open the chest to get the Wonder Essence inside. Jump down to exit the chamber through the lower right doorway. Retrace your steps to the six gargantuan vessels. Exit the palace. Return to Inoa.

MELZAS

OBJECTIVES

ENEMIES

ITEMS FOUND

- | | | |
|--------------------------------------|----------|--------|
| ➤ Destroy Dread, the dragon. | ➤ Dread | ➤ None |
| ➤ Destroy the giant humanoid Melzas. | ➤ Melzas | |
| ➤ Destroy the giant brain Melzas. | | |
| ➤ Save the game. | | |

INOA VILLAGE

Absolutely, positively, take this opportunity to find the nearest Teleport Archway, and fully restore your health and magic. Save your game, as well. Now, it's time to face the ultimate evil—Melzas!

THE PALACE

Walk straight up, past the six gargantuan vessels. Enter through the reopened doorway.

MELZAS'S INNER CHAMBER

You're wrenched out of the palace by Melzas's magic. You materialize inside of a somewhat plain arena. Melzas summons the mighty dragon, Dread, to destroy you.

DREAD WALKTHROUGH

Dread is one tough customer. Dread has three basic attacks, and they are all devastating.

Dread's first attack is a jet of flame that shoots straight down out of his mouth, fanning out all around in a deadly cone of fire. This attack is quick and difficult to avoid, but it can be done. Watch the ground for Dread's shadow. Try to stay out of the way until the blast subsides.

Dread's second attack is extremely powerful and much harder to avoid. He shoots several dozen fireballs out of his mouth into the arena. Try your best to avoid the fireballs by dashing to either wall, then quickly positioning yourself so that the fewest number of fireballs can hit you.



Dread's second attack gives you an opportunity to attack as well. The only time you can attack the dragon is when he settles on the ground briefly before lifting off again. As long as Dread is in the air, you can't harm him at all.

Dread must land to initiate his second attack. When the fireballs race past your position, dash in for a quick attack of your own. The best weapon to damage Dread with is, obviously, the Ice Wand. Chances are, exactly as with Ferine, you can get in several strokes with the Ice Wand before Dread lifts off again.

Dread's third attack is to drop down on you from above. It's not as powerful as his first two attacks and can be avoided by watching the ground for his shadow. The only good thing about this attack is it's another opportunity for you to get in a few shots of your own while he's grounded.

You also have some special insider information on your side. The Inoan villagers taking refuge within the Sanctuary will pray to the mystical beings *after* your battle with Dread. The mystical beings will respond to the villagers' pleas by fully restoring your health and magic.

Accordingly, you should then plan for a few magical attacks. You should use your strongest magical attacks to inflict as much damage as possible on Dread, as quickly as possible. I recommend using either the Earth Book or the Fire Book, or both. They both do a lot of damage to the vile winged lizard.

Strike Dread enough times with the Ice Wand (or otherwise inflict enough damage on the serpent), and the colossal dragon explodes in green flames. You've destroyed Dread!

GIANT HUMANOID MELZAS WALKTHROUGH

Melzas materializes to deal with you personally. Melzas also summons numerous replicas of himself to do battle with you inside the arena. The true Melzas is always the last devil to appear. His attacks come from two different locations and in three different forms.

The first attack occurs when Melzas and two clones appear in a line across the top of the arena. If you aren't able to attack the true Melzas quickly enough, he shoots a shockingly powerful energy beam into the arena in three random bursts. Try to get in close anyway, and land a number of blows while he's still touchable.

The second and third attacks occur when Melzas and three clones appear in the four corners of the arena. If you aren't able to damage the true Melzas soon enough, a magical portal appears to discharge either a slowly expanding ring of fireballs or three energy spheres that pursue you around the arena until you destroy them. Again, try to get in close and land a number of blows while he's still tangible.

The only thing you can do here is continue to strike quickly and keep moving. Although you may use a different approach when you play, I preferred to use conventional weapons on the giant humanoid Melzas, for good reason. Refer to the Giant Brain Melzas Walkthrough for more information on this strategy.

Inflict enough damage on Melzas, and he falls to his knees. Don't relax, though...the devil's not done with you yet.

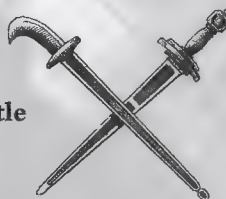
GIANT BRAIN MELZAS WALKTHROUGH

Giant brain Melzas attacks you by either grabbing you in his colossal hands or, if you manage to destroy his hands, he lashes out at you with his enormous eye stalks before growing a new set of hands. Melzas does so much damage to you so quickly, I can't recommend you try to go toe-to-toe with him in his second form.

It is possible. You can run around to either side of the giant brain Melzas, and attack him from a somewhat safe location—temporarily. But, because your health level is probably fairly low by now, what you need to do is *finish the battle as quickly as possible!*

You don't get a chance to restore your health and magic before battling the giant brain Melzas. The health and magic levels you're at when he transforms are the levels you battle him with in the second round.

I recommend using all of your magical attacks now, on the giant brain Melzas. Once again, you should use your strongest magical attacks to inflict as much damage as possible on the boss, as quickly as possible. I *highly* recommend using the Spell of Fire for the final battle. Four shots of a Level Two Fire spell, and Melzas is toast!



ONE LAST DUTY...

After destroying the giant brain Melzas, the regular-sized humanoid Melzas reappears. Load your Fire Wand into your Equipment Window. Jump up onto the dais with Melzas, and light him up like a Roman candle. Now...run!

YOUR REWARD

You've destroyed Melzas! Sit back, relax, and enjoy the closing anime—a worthwhile reward for completing an extremely challenging RPG.



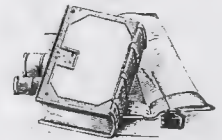
APPENDIX

LOCATIONS OF ALL 50 GILDED FALCONS



1. Inside the House of Tarn (Chapter Two).
2. Inside Wendell's nightmare (Chapter Two).
3. Inside Olen's nightmare (Chapter Three).
4. Inside Olen's house (Chapter Three).
5. Inside the Inoa mine (Chapter Three).
6. Inside Lars' Crypt (Chapter Four).
7. Inside Bonaire's nightmare (Chapter Five).
8. In the Desert (Chapter Six).
9. Inside the Desert Temple (Chapter Six).
10. Between Inoa and Nava's house (Chapter Seven).
11. Inside the Coastal Cave (Chapter Seven).
12. Behind Nava's house (Chapter Seven).
13. Inside Kline's nightmare (Chapter Eight).
14. In the Southeast Lake (Chapter Nine).
15. Inside the Lair of Reptilicus Maximus (Chapter Nine).
16. West of the Southeast Lake (Chapter Nine).
17. Inside Giles's nightmare (Chapter Ten).
18. Inside the Riverside Bar (See note, "The Last Three Gilded Falcons").
19. Inside the Riverside Bar (See note, "The Last Three Gilded Falcons").
20. Inside the Riverside Bar (See note, "The Last Three Gilded Falcons").
21. Inside Meia's dream (Chapter Fourteen).
22. Inside Nava's house (Chapter Fifteen).
23. On a sea cliff East of Nava's house (Chapter Fifteen).
24. Inside the Water Pumping Station (Chapter Fifteen).
25. Inside the cave above Olen's house (Chapter Fifteen).
26. West of the Ice Manor (Chapter Fifteen).
27. Inside the house near the Inoa mine (Chapter Fifteen).
28. West of the Inoa mine, across the river (Chapter Fifteen).
29. On the small island in the Northwest Lake (Chapter Fifteen).
30. Inside the cave South of the Murgg Colony (Chapter Sixteen).
31. East of the Monument (Chapter Sixteen).
32. Near the Treasure Chest containing the Water Book (Chapter Sixteen).
33. Inside the Magyscar Caverns (Chapter Seventeen).
34. East of the Water Pumping Station, across the river (Chapter Seventeen).
35. West of Lurvy's house, across the falls (Chapter Seventeen).
36. Inside the well in front of Lurvy's house (Chapter Seventeen).
37. In the Upper Desert (Chapter Seventeen).
38. Inside the River Caverns (Chapter Eighteen).
39. Near Nirude's Lair (Chapter Eighteen).
40. Inside Nirude's Lair (Chapter Eighteen).
41. Inside Elene's nightmare (Chapter Twenty).
42. Inside the cave near the Monument (Chapter Twenty-One).
43. In the Murgg woods (Chapter Twenty-One).
44. In the Murgg tree (Chapter Twenty-Two).
45. In the cave South of Mt. Torla (Chapter Twenty-Three).
46. Inside Mt. Torla (Chapter Twenty-Three).
47. Inside The Twins' nightmare (Chapter Twenty-Four).
48. Inside the Undersea Caves (Chapter Twenty-Five).
49. East of Inoa (Chapter Twenty-Six).
50. Outside of The Lake Shrine (Chapter Twenty-Six).

NOTE



THE LAST THREE GILDED FALCONS

You can get the last three Gilded Falcons if you continue playing the games of chance in the Riverside Bar, and continue to improve your score after obtaining the Life Vessel in each of the three game rooms. Make the effort to get the last three falcons for a grand total of 50. If you do, Captain Merrick rewards you with...the Spirit Wand!

WEAPONS DESCRIPTIONS

WEAPON	DESCRIPTION
Sword	classically fashioned drop-forged sword; <i>can not</i> perform charge attack
Fiend Blade	given by Steina; <i>can</i> perform charge attack by holding ☐ button
Holy Sword	fashioned from dreams; <i>can</i> perform charge attack by holding ☐ button
Legendary Sword	only given if you are deemed unworthy enough to receive it; impressive destructive power; <i>can</i> be charged by holding the ☐ button
Mining Bomb	powerful explosive device used for clearing paths or destroying monsters
Hunter's Bow	Kline's crossbow; <i>can not</i> perform charge attack
Willow Bow	long range, but weak; <i>can</i> perform charge attack by holding ☐ button
Iron Flail	conventional "ball-and-chain" style morning star used for clearing paths or destroying monsters; <i>can not</i> perform charge attack
Steel Flail	awesome attack power; <i>can</i> perform charge attack by holding the ☐ button
Fire Wand	discharges fire projectiles; good for burning objects or monsters
Ice Wand	discharges ice projectiles; good for freezing objects or monsters
Spirit Wand	creates magic energy; prevents direct attacks

SPELL DESCRIPTIONS

SPELL	EFFECT
1. Earth, Level One	Alundra summons many huge rocks to drop from the sky, pounding the ground all around him
2. Earth, Level Two	Alundra summons numerous titanic boulders to plunge from the sky, battering the earth all around him
3. Fire, Level One	Alundra is the center point for a raging fire storm
4. Fire, Level Two	Alundra is ground zero for an extremely localized thermonuclear detonation
5. Water, Level One	Alundra summons three enchanted icicles to revolve around him in a defensive ring; Alundra's Health is partially restored
6. Water, Level Two	Alundra summons six enchanted icicles to revolve around him in two defensive rings—three in an inner orbit, three in an outer orbit; Alundra's Health is fully restored
7. Wind, Level One	Alundra summons an electrical storm to surround him, complete with repeated lightning discharges and several deafening thunderclaps
8. Wind, Level Two	Alundra summons a massive tornado to whirl madly around him, accompanied by exceptionally high winds



GAME SHARK CODES

WEAPONS ADDED TO YOUR INVENTORY

CODE	WEAPON
801DD5F0 0001	Legendary Sword
801DD5F4 0001	Iron Flail
801DD5F8 0001	Steel Flail
801DD5E8 0001	Hunter's Bow
801DD610 0001	Fire Wand
801DD608 0001	Ice Wand
801DD5EC 0001	Spirit Wand
801DD65C 0001	Mining Bombs

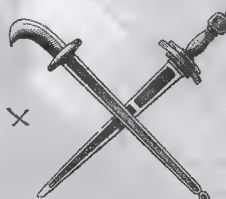
ITEMS ADDED TO YOUR INVENTORY

CODE	ITEM
801DD5C4 270F	Unlimited Gilders
801DD5CA 0063	99 Gilded Falcons
801DD6C4 0063 801DD6F4 0001 801DD6FC 0001	} All Keys
801DD650 0001	
801DD670 0001	
801DD660 0009	Sand Cape
801DD664 0001	Water Cape
801DD668 0001	Unlimited Herbs
801DD66C 0001	Strength Elixir
801DD64C 0001	Magic Elixir
801DD6BC 0001	Wonder Essence
801DD620 0001	Spring Beans
801DD640 0001	Power Glove
	Silver Armor
	Long Boots

CHARACTER ATTRIBUTES

CODE	EFFECT
801AC4AC 0032 801AC4B0 0032	} Unlimited Health + All Life Vessels
801AC664 004E	
D01DD7E8 0040 801AC552 0003	} Invulnerability Free Jump*

* Press and hold the X button to increase the height of your jump. Press the D Pad at the same time to change directions.





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RIVER

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24



24

17



12

2



3



SEA



BEACH

THE WORLD OF ALUNDRA



6



21



11



24



24



27

25

26 UPPER DESERT

CAVE



28

13



DESERT

CLIFFS



24

15



23

RIVER



24

9

- 1 RIVERSIDE BAR
- 2 COASTAL CAVE
- 3 CAPTAIN MERRICK'S HOUSE
- 4 LARS' CRYPT
- 5 CEMETERY
- 6 ICE MANOR
- 7 SANCTUARY
- 8 COAL MINE
- 9 LURVY'S HOUSE
- 10 HEADLESS SCULPTURE
- 11 NIRUDE'S LAIR
- 12 NAVA'S HOUSE
- 13 HOUSE OF TARN
- 14 INOA VILLAGE
- 15 LAIR OF REPTILICUS MAXIMUS
- 16 THE LAKE SHRINE
- 17 MONUMENT
- 18 MURGG COLONY
- 19 NORTHWEST LAKE
- 20 OLEN'S HOUSE
- 21 MT. TORLA
- 22 MAGYSCAR
- 23 SOUTHEAST LAKE
- 24 TELEPORT ARCHWAYS
- 25 UNDERCROFT
- 26 UPPER DESERT
- 27 UPPER DESERT RELIQUARY
- 28 WATER PUMPING STATION



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**Complete
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**Solutions to
all puzzles
and riddles**



**Locations of all
Gold Falcons**



**Complete spell
index**

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